Ormiston Meridian Academy

Shaping Lives | Building Ambition | Igniting Futures

Computing & Business

Curriculum Mapping

Final Exams

- Computer Science Paper 1: Computer Systems (50% of assessment)
- Computer Science Paper 2: Computational thinking, algorithms and programming (50% of assessment)
- Business Paper 1: Investigating small business (50% of assessment)
- Business Paper 2: Building a business (50% of assessment)

Our KS4 curriculum offers the opportunity to build upon the KS3 foundations of Computing through a Computer Science GCSE or explore the path of enterprise and entrepreneurship through a Business GCSE.

KS4 Y10 & Y11

Data Representation: Students build upon their knowledge of data representation in year 8 and learn how computers represent images and sound.

The Start Up: As part of the options process students will learn about the qualities of entrepreneurship and how a small business idea could be developed into a viable business opportunity.

Computer Programming: Students will continue to develop their programming skills using programming languages such as "Scratch" and the text based programming language "Python".

KS3 Year 9

E-safety: Students will continue to learn about a wide range of e-safety issues. From digital footprints to cyber bullying, students will explore the many ways they can put themselves at risk whilst being online and what to do to stay safe online.

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Data Representation: Students will learn about how computers represent all information as sequences of 1's and 0's known as binary code. They will explore how numbers and text are represented by computers.

Cyber security: From social engineering techniques to DDOS attacks, students will learn about a wide range of threats and methods of attack from cyber criminals.

KS3 Year 8

Programming essentials: Students will use the programming language "Scratch" to build up and develop their programming skills. They will cover sequencing, variables, operators and count controlled loops.

Computing Systems: Students will learn what sets computers apart from other devices. They will "get under the hood" of computers by looking at computer specifications and what hardware all computers have in common. They will learn how logic gates (AND, OR, NOT, XOR) are the fundamental building blocks of computers and consider the future applications of Artificial Intelligence.

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KS3 Year 7

Modelling data: students learn how to model data using spreadsheets. A range of spreadsheet skills are taught to facilitate this data modelling.

Bridging Unit: This is a bridging unit between the KS2 and KS3 national computing curriculum. Students will share their experiences and knowledge of computing from primary school by recalling, retrieving & applying computing knowledge from KS2.

Using media to gain support for a cause: Students will learn how to use different media to help promote a cause of their own. They will learn about the use of different media, credibility of sources and copyright licensing in order to promote their cause effectively.

E-safety: Students will learn about a variety of issues and dangers related to e-safety throughout all of KS3.

Impact of technology: Students learn how to communicate appropriately online and how to present effectively to a given audience.

Ambition - Courage - Honesty - Inspiration - Respect