## Information Technology KS4 Learning Journey

## What is the course about?

The certificate in IT gives learners the opportunity to develop sector-specific knowledge and skills in a practical learning environment. The main focus is on four areas of equal importance, which cover the:

• Understand and apply the fundamental principles and concepts of IT, including the use of IT in the digital world, Internet of Everything, data manipulation and Augmented Reality.

• Understand, apply and use IT appropriately and effectively for the purpose and audience develop learning and practical skills that can be applied to real-life contexts and work situations.

• Think creatively, innovatively, analytically, logically and critically develop independence and confidence in using skills that would be relevant to the IT sector and more widely

• Plan, design, create, test and evaluate/review IT solutions and products which are fit for purpose and meeting user/client requirements and apply design and Human Computer Interface (HCI) considerations appropriate for a defined audience.

• Understand the impacts of digital technologies on the individual, organisation and wider society.

This course complements the learning in GCSE qualifications, such as Design and Technology, Art and Design, and Computer Science, by broadening the application of 'design and make' tasks, working with a set brief, and understanding and learning a variety of IT applications to use in the real world.

## What will I do and how will I be assessed?

**60% Coursework** - controlled assessment. Work to be completed in class supervised by your class teacher. The work is marked by your teacher and externally moderated.

40% Exam - written external exam.

## What can I do afterwards?

This qualification provides a broad and solid foundation for further study of various aspects of creative computing, such as graphic design, web design, computer games design and interactive media, cybersecurity, Virtual reality / Augmented reality. It supports progress to further study, including:

- A Level Computer Science
- Level 3 BTECs in Creative Media Production
- Level 3 BTECs in IT
- Level 3 Principal Learning in Creative and Media.
- Level 3 Apprenticeships

• T Levels in Digital Production, Design & Development, Digital Support Services,

Digital Business Services

It enhances young people's overall digital literacy and gives them a solid foundation for further study and employment.

