

IT Cambridge Technical KS5 Learning Journey



Top 3 tips for parents and carers during KS5

- ✓ Invest in textbooks and revision guides.
- ✓ Support with revision planning.
- ✓ Ensure that work is being regularly completed on their programming projects.



What's your Plan A?

HE: There are a range of exciting degrees including Computer Science or specialise in a range of different areas of the subject.
Apprenticeship: Software Engineers / Network Architects
Career: A.I Programmer, Games Design, Robotics, Social Media, options are endless!



Online learning during KS5

[CS Newbs](#)

Google Classroom 'Digital Classroom'



PPE preparation for KS5

Use the PLCs to revise key topics. Use the pre-release document to learn the case study for Unit 2. Use revision cards / online revision resources but only as a starting point.



Study skills for KS5

Invest in a good Computer Science Textbook. To succeed in the subject it is vital to learn new programming skills independently outside of the classroom.

Knowledge, skills and understanding

2. Computer Software
Systems Software,
Applications Software,
Programming
Languages

Year 12

Year 12

1. Computer Hardware
Computer
components,
Networks, Data
Representation

3. Business IT Systems
IT Systems in business,
interactive systems.

Year 12

Year 12

**4. Employability
in IT**
Looking at skills
used in the IT
environment.

Website Design Coursework
Unit: Research, Plan, Design and
evaluate a website proto-type
for a business client.

Year 12

Application Design Coursework
Unit: Research, Plan, Design and
evaluate an application proto-
type for a business client.

Year 12

Year 12

**5. Ethical and
Operational Issues
in IT**
Understand Ethical
and Operational
Issues and threats to
computer systems

**1. Data Types, Global
information and Classification**
Understand the uses of
information to individuals and
organisations.

Year 13

Year 13

**2. Legal Moral and Ethical
Issues**
Understand the legal and
regulatory framework governing
the storage and use of global
information

**3. Information Security and
Data Flow**
Understand the process flow of
information and the principles of
information security

Year 13

Year 13

Game Design Coursework
Unit: Research, Plan, Design and
evaluate a game for a business
client.