



Morecambe Bay
Academy

Computing & Imedia

Computing and iMedia are both computer based subjects but they both have different aims



Computing

- Think inventively, analytically, logically and critically.
- Understand the components that make up digital systems, and how they communicate with one another and with other systems.

Creative iMedia

- Equip learners with a range of creative media skills and provide opportunities to develop, in context.
- desirable, transferable skills such as research, planning, and review, working with others and communicating creative concepts effectively.

Computing

What's inside a computer

How computers work

How networks work

Types of software

Ethical and legal issues

Algorithms

Programming

Computational Logic

Data representation

Creative iMedia

The media industry

Media industry sectors and products

Job roles in the media industry

Factors influencing product design

Planning methods

Client requirements and how they are defined

PhotoShop Skills

Animation and sound skills

Computing

- 2 exams
- Each of the exams are 1 and a half hours long and are worth 50% of the overall grade
- We also carry out a programming project to help us learn all the necessary skills

Creative iMedia

- 1 exam
- 2 pieces of coursework
- 40 % exam grade and 60% coursework grade
- We also complete practice work to help us learn all the necessary skills



Computing

GCSE Grades 1-9

Creative iMedia

Vocational grades
Pass, Merit and Distinction



Both subjects involve using Computers

Computing – Computer theory, algorithms and programming

iMedia – Creative industry theory, planning and using software to create products