

# COMPUTING LEARNING JOURNEY



A Level Computer Science  
 A Level Business Studies  
 A Level Media Studies  
 BTEC Level 3 Information Technologies

Transition to  
 Higher  
 Education

YEAR  
 11 Exams



GCSE Computer Science : Paper 1 and Paper 2 Revision  
 OCR CN Enterprise and Marketing: CA Improvements | R064 Revision  
 OCR CN Creative iMedia: CA Improvements | R081 Revision

```
mirror.mod.use.z = False
elif operation == "MIRROR Z":
    mirror.mod.use.x = False
    mirror.mod.use.y = False
    mirror.mod.use.z = True

#selection at the end -add back the deselected mirror modifier object
mirror.ob.select= 1
modifier.ob.select=1
by.context.scene.objects.active = modifier.ob
print("Selected" + str(modifier.ob)) # modifier ob is the active ob
mirror.ob.select = 0
```

YEAR  
 11

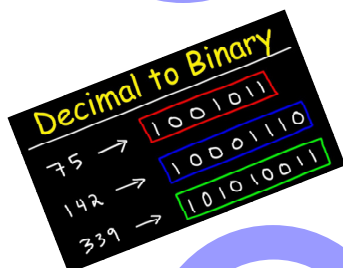
GCSE Computer Science : Algorithms, Computational Thinking, Programming, Data Logic  
 OCR CN Enterprise & Marketing: R065 Business Proposal | R066 Marketing & Pitch Proposal  
 OCR CN Creative iMedia: R085 Multimedia Websites | R087 Multimedia Products

YEAR  
 10



OCR CN Creative iMedia: R081 Pre-Production Skills | R082 Digital Graphics  
 OCR CN Enterprise and Marketing: R064 Enterprise & Marketing Concepts  
 GCSE Computer Science : Systems Architecture, Networks, Software, Ethics and The Law

YEAR  
 9



YEAR  
 8

How Computers Work  
 Binary, Sorting and Searching  
 Computer Networks

History of Computing

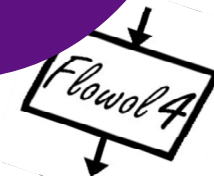
Python Programming

iPublishing -  
 Theme Park Project

Programming  
 BBC MicroBit

Video Editing

Flowol Algorithm Design



Programming In Games

Control -  
 Scratch Advance

Control - Scratch Introduction



Internet Safety and Cybercrime

Introduction to Control

Technology at Home

Communication

3D Models

Spreadsheets

Sensing

YEAR  
 7

How Computers Work  
 The Basics

Introduction to Computing

Introduction to Online Safety

YEAR  
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