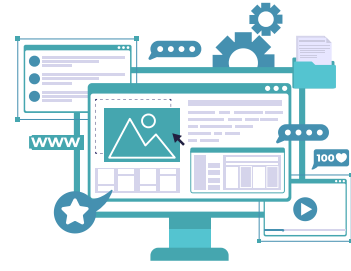


PAPER 2

2.5 Programming languages and Integrated Development Environments

Languages
 The Integrated Development Environment (IDE)



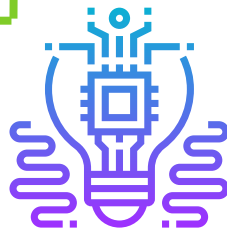
2.4 Boolean logic

Boolean Logic



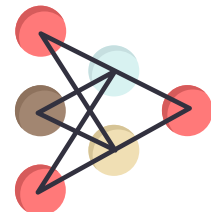
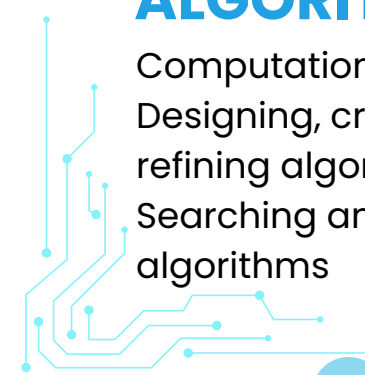
2.3 PRODUCING ROBUST PROGRAMS

Defensive design
 Testing



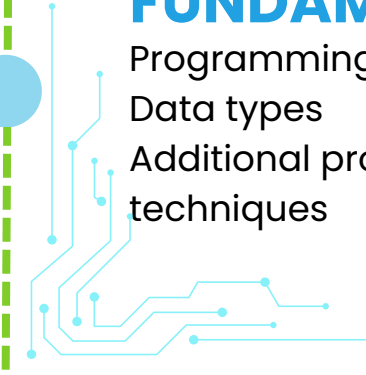
2.1 ALGORITHMS

Computational thinking
 Designing, creating and refining algorithms
 Searching and sorting algorithms



2.2 PROGRAMMING FUNDAMENTALS

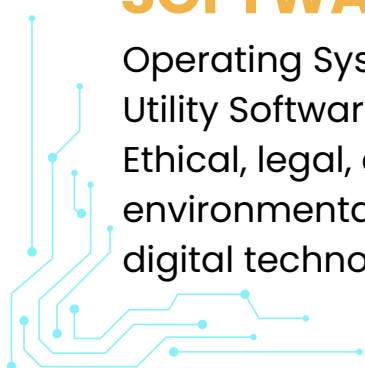
Programming fundamentals
 Data types
 Additional programming techniques



YEAR 11

1.5 SYSTEMS SOFTWARE

Operating Systems
 Utility Software
 Ethical, legal, cultural and environmental impacts of digital technology



1.4 NETWORK SECURITY

Threats to computer systems and networks
 Identifying and preventing vulnerabilities



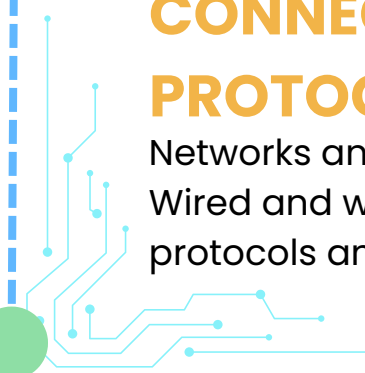
1.2 MEMORY & STORAGE

Primary storage (Memory)
 Secondary Storage
 Units
 Data Storage
 Compression



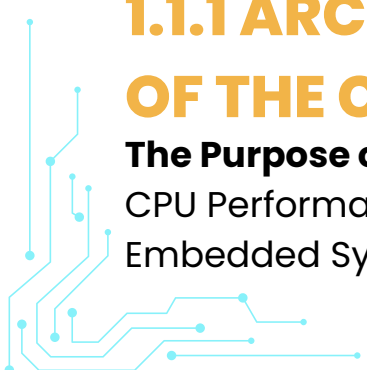
1.3 COMPUTER NETWORKS, CONNECTIONS AND PROTOCOLS

Networks and topologies
 Wired and wireless networks, protocols and layers



1.1.1 ARCHITECTURE OF THE CPU

The Purpose of the CPU:
 CPU Performance
 Embedded System



YEAR 10

PAPER 1

YEAR 11



R093 - Exam Unit
Topic Area 2, 3 & 4

3.2 Improvements and further developments

2.3 Technical skills to create digital games

2.2 Technical skills to create and/or edit and manage assets for use within digital games

3.1 Techniques to test/check and review digital games

2.4 Techniques to save and export digital games

2.1 Techniques to explain game concepts

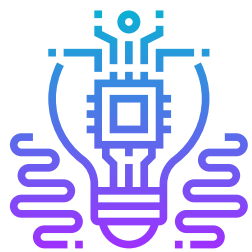
1.2 Resources required to create digital games

1.3 Pre-production and planning documentation and techniques for digital games

1.1 Types, characteristics and conventions of digital games

UNIT R099: Digital Games

3.2 Improvements and further developments



3.1 Techniques to check and review characters and comics

2.2 Technical skills to create comics

2.1 Techniques to obtain and create components for use within comics

2.3 Techniques to save and publish characters and comics

1.4 Pre-production and planning documentation & techniques for characters & comics

1.2 Conventions of comics

UNIT R095: CHARACTERS & COMICS

3.3 Techniques to save and export visual identity and digital graphics

1.3 Resources required to create characters and comics

1.1 Character features and conventions

3.2 Technical skills to source, create and prepare assets for use within digital graphics

2.3 Techniques to plan visual identity and digital graphics

2.2 Properties of digital graphics and use of assets

3.1 Tools and techniques of imaging editing software used to create digital graphics

2.1 Graphic design and conventions



1.1 Purpose, elements and design of visual identity

YEAR 10

UNIT R094: VISUAL IDENTITY AND DIGITAL GRAPHICS

TOPICS

Unit R094 - Mandatory

- Topic Area 1:** Developing Visual Identity
- Topic Area 2:** Graphic Design and Conventions
- Topic 3:** Create visual Identity and Digital Graphics

★Choice between

★Unit R095

- Topic Area 1:** Plan Characters and Comics
- Topic Area 2:** Create Characters and Comics
- Topic Area 3:** Review Characters and Comics

★Unit R099

- Topic Area 1:** Plan Digital Games
- Topic Area 2:** Create Digital Games
- Topic Area 3:** Review Digital Games

Unit R093 - Exam Unit:

- Topic Area 1:** The Media Industry
- Topic Area 2:** Factors Influencing Product Design
- Topic Area 3:** Pre-Production Planning
- Topic Area 4:** Distribution Considerations