

Computing – Digital Technology GCSE				
Exam Board:	WJEC	Syllabus Code:	3540	
Course outline:				
The Digital Technology course encourages students to develop lifelong skills, which will be useful to them in their work across the curriculum and prepare them for future employment. Students will develop skills in Data Analysis, Website Creation, Games Development and Animation. They will also develop skills in understanding social media and its impact and will create a online campaign utilizing movie editing skills. The Digital World Questions requiring objective responses, short and extended answers. Digital Practices Set by WJEC, marked by the Centre and moderated by WJEC. The assessment will feature tasks based on a client brief which will be set by WJEC each year. The client brief, which will include a scenario, quantitative and qualitative data sources and several tasks, will be available via Portal. Communication in the Digital World Set by WJEC, marked by the Centre and moderated by WJEC. The assessment will feature tasks based on a client brief which will be set by WJEC each year. The client brief, which will include a scenario, will be available via Portal. The course offers: Students to become independent, confident and knowledgeable users of existing, new and emerging digital technologies • understand the impact digital technologies can have on individuals and wider society and the ways in which they can bring about change • develop skills in organising and analysing data to identify trends and audiences • become creators of digital products, in a variety of formats and for a variety of purposes, that meet specified, authentic needs • develop transferable skills in using a range of hardware and software • develop their understanding of the systems development life cycle (SDLC) and of how ideas can become products				
Course assessment:				
The assessment of the Welsh Exam Board (WJEC) course.				
Paper	Topic	Length	Weighting	Assessment
1	Unit 1: The Digital World Digital. Online Solar Test.	1hr 30 hours minutes	40%	External
2	Unit 2: Digital Practices	20 hours Non examination assessment.	40%	Internal
3	Unit 3: Communicating in the Digital World.	10 hours non examination assessment	20%	internal

What qualities do I need to take this subject?
Students who have a passion for creating games, animations, websites and assets for these mediums.
What can this course lead to?
The qualification provides a suitable foundation for the study of GCSE Digital Technology at either AS or A level. In addition, the specification provides a coherent, satisfying and worthwhile course of study for learners who do not progress to further study in this subject. Further information can be located here: wjec-gcse-digital-technology-specification-e-0226.pdf