

We aim to develop students of ICT, Business and Computing who:

- Build a coherent framework that prepares them for the demands of Computing and IT in the world today;
- Benefit from a programme that supports progression into GCSE work while also incorporating wider skills and context to prepare for the world of work;
- Develop a love for the subject that is embedded into each and everyone one of our students' lives on a day-to-day basis.

Year 7						
Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topics	E-Safety Computational Thinking (MSW Logo - Shapes)	Computational Thinking Games Design (Scratch - Missiles)	Algorithms (Searching) Computational Thinking (MSW Logo - Flags)	Computational Thinking Games Design (Scratch - Asteroids)	Algorithms (Sorting) Computational Thinking (MSW Logo - Fireworks)	Computational Thinking Games Design (Scratch - Flappy Birds)
Skills	Social media awareness Programming	Creativity Problem solving Decomposition	Analytics Pattern recognition Sequencing Geography	Abstraction Algorithm design Mathematics	Analytics Programming Pattern recognition Sequencing	Creativity Algorithm design
Links	NC: understand a range of ways to use technology safely, respectfully, responsibly and securely NC:use two or more programming languages, at least one of which is textual.		NC: understand several key algorithms that reflect computational thinking NC: undertake creative projects that involve selecting, using, and combining multiple applications		NC: to make appropriate use of data structures and develop modular programs that use procedures or functions NC: undertake creative projects that involve challenging goals	
Year 8						
Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	<i>HTML (Animals)</i> Problem Solving (Grand Tour)	Problem Solving Programming (Consequences)	<i>HTML (Bands)</i> Problem Solving (Stranded)	Problem Solving Programming (Calculator)	<i>HTML (Java Coffee)</i> Problem Solving - (Encryption)	Problem Solving - Programming (Quiz)
Skills	HTML Creativity Abstraction Algorithm design	Mathematics Problem solving Programming	HTML CSS Problem solving Decomposition	Mathematics Problem solving Programming	HTML CSS JavaScript	Decomposition Abstraction Algorithm design Mathematics
Links	NC: design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems		NC: use two or more programming languages, at least one of which is textual, to solve a variety of computational problems		NC: undertake creative projects that involve selecting, using, and combining multiple applications	

Year 9 ('Students are on a rotation system')						
Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topics	Computer Science Representation of Data Programming Project	Computer Science - Programming Project Business Studies - Enterprise and entrepreneurship	Business Studies - Spotting a business opportunity ICT - ICT in Today's World	ICT - ICT in Today's World Creative iMedia - Digital Adverts	Students to start GCSE options. If no option is chosen from the faculty, students will spend their time working on enhancing their CV	
Skills	-Mathematics -Debugging -Algorithm design -Mathematics -Problem solving -Programming	Qualitative skills including: calculations and interpretations from graph, charts and case studies	-Cyber security -Social media -Emerging technologies -Cyber crime	-Creativity -Problem solving -Pattern recognition		
Links	NC: understand simple Boolean logic and how numbers can be represented in binary. NC: understand how instructions are stored and executed within a computer system;	NC: use two or more programming languages, at least one of which is textual, to solve a variety of computational problems. 1.1 & 1.2 Edexcel GCSE Business Studies Specification	1.1 & 1.2 Edexcel GCSE Business Studies Specification NC: understand the hardware and software components that make up computer systems, and how they communicate with one another and with other systems	NC: understand a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy; recognise inappropriate content, contact and conduct and know how to report concerns.		

- Have a coherent framework enabling students to develop their capability, creativity and knowledge in Computer Science
- Encourage the desire to develop and apply their analytical, problem-solving, design, and computational thinking skills within programming and Computing as a whole.
- Ensure pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 10						
Subject	GCSE Computer Science					
Topics	Ethics Security Wired and Wireless Networks	Wired and Wireless Networks Topologies Algorithms	Algorithms Pseudocode Practice Memory Storage	Memory Storage System Software Translators	System Software Translators Mock Revision	Year 10 Option Assessment Post Mock Analysis Programming Practice
Skills	Networking Systems Hardware	Debugging Algorithm design Mathematics Programming	Algorithm design Systems Hardware Problem solving Computational Thinking	Systems Hardware Computational Thinking	Computational Thinking	Debugging Algorithm design Mathematics Programming
Links	1.8, 1.6, 1.4	1.4, 1.5, 2.1	2.1, 1.2, 1.3	1.2, 1.3, 2.5	1.5, 1.7	2.2
	NC: develop their capability, creativity and knowledge in computer science, digital media and information technology NC: develop and apply their analytic, problem-solving, design, and computational thinking skills and understand how changes in technology affect safety					

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 11						
Subject	GCSE Computer Science					
Topics	System Architecture Memory System Software	System Software Producing Robust Programs Programming Techniques Analysis/Design	OCR Controlled Assessment	OCR Controlled Assessment Computational Logic Algorithms	Data Representation Revision Networking and Communication Revision	Revision Past Papers
Skills	Systems Hardware/Software	Debugging Algorithm design Mathematics	Problem solving Mathematics Programming	Algorithm design Problem solving Abstraction Decomposition	Mathematics	
Links	1.1, 1.2, 1.7	1.7, 2.2, 2.3, NEA	NEA	NEA, 2.1, 2.4	2.6	All

	NC: develop their capability, creativity and knowledge in computer science, digital media and information technology and develop and apply their analytic, problem-solving, design, and computational thinking skills
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- Have a coherent framework equipt to provide students with the appropriate knowledge and skills needed to develop their employability and identify business problems and opportunities.
- Provide students with a greater understanding and awareness of the world they live in, but more specifically how individuals and businesses work within an economy.
- Acquire a range of relevant business and generic skills, including decision-making, problem solving, the challenging of assumptions and analysis

Year 10						
Subject	Business Studies					
Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topics	Enterprise and Entrepreneurship Spotting a Business	Spotting a Business Putting a business idea into practice	Making the business effective	Understanding external influences on business	Understanding external influences on business	Growing the business
Skills	Calculations and interpretations	Interpretations from graphs and charts	Interpretations from case studies	Interpretations from graph, charts and case studies	Calculations and interpretations	Calculations and interpretations from graph, charts and case studies
Links	1.1 & 1.2 Edexcel GCSE Business Studies Specification	1.2 & 1.3 Edexcel GCSE Business Studies Specification	1.4 Edexcel GCSE Business Studies Specification	1.5 Edexcel GCSE Business Studies Specification	1.5 Edexcel GCSE Business Studies Specification	2.1 Edexcel GCSE Business Studies Specification
Year 11						
Subject	Business Studies					
Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topics	Making marketing decisions Making operational decisions	Making operational decisions	Making financial decisions Making human resource decisions	Making human resource decisions	Revision for Paper 1 and Paper 2	GCSE Examinations Theme 1: Investigating a Small Business and Theme 2: Building a Business
Skills	Calculations and interpretations	Interpretations from graph, charts and case studies	Calculations and interpretations	Interpretations from case studies	Calculations and interpretations from case studies	Calculations and interpretations from graph, charts and case studies
Links	2.2 & 2.3 Edexcel GCSE Business Studies Specification	2.3 Edexcel GCSE Business Studies Specification	2.4 & 2.5 Edexcel GCSE Business Studies Specification	2.5 Edexcel GCSE Business Studies Specification	1.1 - 2.5 Edexcel GCSE Business Studies Specification	1.1 - 2.5 Edexcel GCSE Business Studies Specification

- Provide students with an understanding of pre-production skills used in the creative and digital media sector.
- Acquire knowledge and be able to plan pre-production of a creative digital media product to a client brief
- Equip learners with a range of creative media skills and provide opportunities to develop, in context, desirable, transferable skills such as research, planning,

Year 10						
Subject	Creative iMedia					
Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topics	Purpose and content of pre-production Planning pre-production Purpose and properties of digital graphics	Planning pre-production Planning the creation of a digital graphic	Producing pre-production documents Creating digital graphics	RO82 Coursework Task Reviewing pre-production documents and digital graphics	Uses and properties of interactive multimedia products Planning interactive multimedia products Creating interactive multimedia products	Creating interactive multimedia products Reviewing interactive multimedia products
Skills	Design skills Brief Analysis Time Planning	Sourcing Assets Evaluation Creating Digital Graphics	Design skills Time Planning Sourcing Assets Evaluation	Design skills Brief Analysis Creating Digital Graphics	Evaluation Creating Multimedia products	- Design skills - Brief Analysis - Time Planning - Sourcing Assets
Links	RO81 LO1 & LO2 RO82 LO1	RO81 LO2 RO82 LO2	RO81 LO3 RO82 LO3	RO81 LO4 RO82 LO4	RO87 LO1, LO2 & LO3	RO87 LO3 & LO4
Year 11						
Subject	Creative iMedia					
Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topics	Understand the uses and properties of interactive multimedia products and plan the interactive multimedia product	Be able to plan and create interactive multimedia products	Be able to create and review interactive multimedia products	Understand digital game types and platforms and plan a digital game concept	Be able to plan a digital game concept and design a digital game proposal	Be able to design and review a digital game proposal
Skills	Design skills Brief Analysis Time Planning	Design skills Brief Analysis Time Planning	Evaluation Creating Multimedia products	Design skills Brief Analysis Time Planning	Design skills Brief Analysis Time Planning Sourcing Assets	Design skills Sourcing Assets Evaluation
Links	RO87 LO1 & LO2	RO87 LO2 & LO3	RO87 LO3 & LO4	RO91 LO1 & LO2	RO91 LO2 & LO3	RO91 LO3 & LO4

- Equip learners with sound ICT skills for everyday use and provide opportunities to develop in context those desirable, transferable skills such as planning, research and analysis, working with others or communicating technical concepts effectively.
- Acquire knowledge about tools and techniques for use in different digital hardware and software technologies
- Understand the need to follow a project life cycle of initiation, planning, execution and evaluation to complete a data management task and use their skills, knowledge and understanding of technology to complete each of the phases of the project life cycle

Year 10						
Subject	Cambridge National in IT					
Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topics	Collecting and processing data Storing data/information Hacking	Phases of the project life cycle Planning tools Inputs and outputs	How data and information can be collected Methods used to collect data	Spreadsheets Functions Cell referencing Macros	Databases Data Validation Queries	Project planning Project testing
Skills	-Cyber security -Hacking -Data collection	-Planning -Evaluation	-Data Collection -Data Analysis	-Spreadsheet skills	-Database skills	-Planning skills
Link	LO4	LO1	LO3	LO5	LO5	LO2
Year 11						
Subject	Cambridge National in IT					
Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topics	Techniques to process data Presenting information	Spreadsheets and Databases	Controlled Assessment	Controlled Assessment	Exam Prep	Study Leave
Skills	-Presenting data -Data Analysis	-Spreadsheet skills -Database skills	-Spreadsheet skills -Database skills	-Spreadsheet skills -Database skills	-Planning -Evaluation -Data Collection -Data Analysis	
Links	LO6	LO5	All LOs	All LOs	All LOs	

- Gain a holistic understanding of business in a range of contexts
- Acquire a range of relevant business and generic skills, including decision-making, problem solving, the challenging of assumptions and critical analysis
- Understand that business behaviour can be studied from a range of perspectives

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 12						
Subject	A Level Business Studies					
Topics	3.1.1, 3.1.2, 3.1.3 Understanding the nature and purpose of business 3.2.1, 3.2.2, 3.2.3 Understanding management, leadership and decision making	3.5.1, 3.5.2 Decision making to improve financial performance 3.3.1, 3.3.2, 3.3.3 Decision making to improve the marketing performance	3.5.3, 3.5.4 Decision making to improve financial performance 3.4.1, Decision making to improve operational performance 3.3.4 Decision making to improve the marketing performance	3.4.2, 3.4.3 Decision making to improve operational performance 3.3.4 Decision making to improve the marketing performance 3.6.1, 3.6.2 Decision making to improve HR performance	3.4.4, 3.4.5 Decision making to improve operational performance 3.6.3, 3.6.4 Decision making to improve human resource performance	3.4.5 Decision making to improve operational performance 3.6.5 Decision making to improve human resource performance
Skills	Quantitative skills: Interpret index numbers, calculation of decision trees, ratios, averages, percentages and fractions Interpret, apply and analyse information in written, graphical and numerical forms.		Quantitative skills: Interpret values of price and income elasticity of demand and analyse information in written, graphical and numerical forms Calculate cost, revenue, profit and break-even		Quantitative skills: Interpret index numbers, calculation of decision trees Interpret, apply and analyse information in written, graphical and numerical forms.	
Links	3.1 and 3.2 AQA A-Level Business specification	3.3 & 3.5 AQA A-Level Business Specification	3.3, 3.4 & 3.5 AQA A-Level Business Specification	3.3, 3.4 & 3.6 AQA A-Level Business specification	3.4 & 3.6 AQA A-Level Business specification	3.4 & 3.6 AQA A-Level Business specification

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 13						
Subject	A Level Business Studies					

Topics	3.7.1, 3.7.2, 3.7.3, 3.7.4, 3.7.5 Analysing the strategic position of a business	3.7.3, 3.7.5, 3.7.6, 3.7.8 Analysing the strategic position of a business	3.8.1, 3.8.2 Choosing Strategic direction 3.9.1, 3.9.2, 3.9.3 Strategic methods: how to pursue them	3.10.1, 3.10.2 Managing Strategic change 3.9.4 Strategic methods: how to pursue them	3.10.3, 3.10.4 Managing Strategic change	A-Level Business exams Paper 1 Paper 2 Paper 3
Skills	Interpret, apply and analyse information in written, graphical and numerical forms.		Use and interpret quantitative and non-quantitative information in order to make decisions and calculate investment appraisal outcomes and interpret results		Use and interpret quantitative and non-quantitative information in order to make decisions	
Links	3.7 AQA A-Level Business specification	3.7 AQA A-Level Business specification	3.8 & 3.9 AQA A-Level Business Specification	3.10, 3.9 & 3.6 AQA A-Level Business specification	3.10 AQA A-Level Business specification	

- Gain a holistic understanding of business in a range of contexts
- Acquire a range of relevant business and generic skills, including decision-making, problem solving, the challenging of assumptions and critical analysis
- Understand that business behaviour can be studied from a range of perspectives

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 12						
Subject	Cambridge Technical Business Studies					
Topics	Unit 1 The Business Environment	Unit 1 The Business Environment	Unit 5 Marketing and Market Research Unit 3 Business decisions	Unit 5 Marketing and Market Research Unit 3 Business decisions	Unit 5 Marketing and Market Research (Assignment write up) Unit 3 Business decisions	Unit 5 Marketing and Market Research (Assignment write up) Unit 3 Business decisions
Skills	Quantitative skills: Use and interpret quantitative and non-quantitative information in order to make decisions Interpret, apply and analyse information in written, graphical and numerical forms Calculate cost, revenue, profit and break-even		Quantitative skills: Interpret, apply and analyse information in written, graphical and numerical forms. Use and interpret quantitative and non-quantitative information in order to make decisions Presentation Skills		Quantitative skills: Interpret, apply and analyse information in written, graphical and numerical forms. Use and interpret quantitative and non-quantitative information in order to make decisions	
Links	Unit 1 LO1 - LO4 Cambridge Technicals Level 3 Business	Unit 1 LO5 - LO8 Cambridge Technicals Level 3 Business	Unit 5 LO1-LO2 Unit 3 LO1 - LO2 Cambridge Technicals Level 3 Business	Unit 5 LO3 Unit 3 LO3 - LO4 Cambridge Technicals Level 3 Business	Unit 5 LO4 Unit 3 LO5 Cambridge Technicals Level 3 Business	Unit 3 LO6 Cambridge Technicals level 3 Business

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 13						
Subject	Cambridge Technical Business Studies					
Topics	Unit 2 Working in	Unit 2 Working in	Unit 2 Working in Business	Unit 2 Working in	Unit 2 Working in Business	

	Business Unit 4 Customers and Communication	Business Unit 4 Customers and Communication	Unit 4 Customers and Communication	Business Unit 4 Customers and Communication	Unit 4 Customers and Communication	
Skills	Independent Research	Verbal and non - verbal communication	Communication via technology	Communication via technology	Verbal and non - verbal Communication	
Links	Unit 2 LO1 Unit 4 LO1 Cambridge Technical Level 3 Business	Unit 2 LO2 Unit 4 LO2 Cambridge Technical Level 3 Business	Unit 2 LO3 Unit 4 LO3 Cambridge Technical Level 3 Business	Unit 2 LO4 Unit 4 LO4 Cambridge Technical Level 3 Business	Unit 2 LO5 Unit 4 LO5 Cambridge Technical Level 3 Business	Cambridge Technicals level 3 Business

- Have a coherent framework enabling students to develop their capability, creativity and knowledge in Computer Science
- Have the desire to develop and apply their analytical, problem-solving, design, and computational thinking skills within programming and Computing as a whole.
- Have a framework that ensures pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 12						
Subject	Computer Science					
Topics	Data Representation Communications & Networking Fundamentals of Programming	Data Representation Communications and Networking OOP Programming	Fundamentals of Computer Organisation and Architecture Consequences of using Computers	Fundamentals of Computer Organisation and Architecture Consequences of using Computers	Hardware & Software Theory of Computation	Data Structures Theory of Computation
Skills	Number Systems Number Bases Binary Number System Information Coding Systems Problem Solving	Representing images and Data Communication Networking Programming Procedural Orientated Programming	Moral, Ethical, Legal and Social implications of using Computers Boolean Algebra Design and Modelling Critical Evaluation & Testing	Hardware and Software Classifications of Programming Languages Problem Solving	Abstraction Automation FSM Machines Abstract Data Types Data Structures Problem Solving	FSM Machines Abstract Data Types Data Structures Critical Evaluation & Testing Design and Modelling Analytical and Computational Thinking
Links	3.9/4.9 Fundamentals of Communication and Networking 3.5/4.5 Fundamentals of Data Representation 3.1/4.1 Fundamentals of Programming		3.7/4.7 Fundamentals of Computer Organisation and Architecture 3.8 Consequences of the uses of Computers 3.6/4.6 Fundamentals of Computer Systems		3.6/4.6 Fundamentals of Computer Systems 3.4/4.4 Theory of Computation 3.2/4.2 Fundamentals of Data Structures	

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 13						

Subject	Computer Science					
Topics	4.12 Fundamentals of Functional Programming 4.14 - Non Exam Assessment 4.11 - Big Data	4.14 - Non Exam Assessment 4.4 Theory of Computation	4.4 Theory of Computation 4.14 - Non Exam Assessment Paper 1 Preliminary Preparation (Programming Exam)	All Topics - Technical Topics Revision Paper 1 Preliminary Preparation (Programming Exam)	All Topics - Technical Topics Revision Paper 1 Preliminary Preparation (Programming Exam) Paper 1 Past Papers Paper 2 Past Papers	A-Level Exams - AQA A-Level Specification Paper 1 Paper 2
Skills	Analysis Design Development Testing Evaluation Big Data	Abstraction and Automation Regular Languages Context free languages	Regular Languages Context free languages Classification of Algorithms Models of Computation Design	Programming with preliminary material for June 2020 exam. Revision will focus on Technical Topic skills.	Programming with preliminary material for June 2020 exam. Revision will focus on Technical Topic skills.	Exam - N/A
Links	4.4 Theory of Computation 4.12 Fundamentals of Functional Programming 4.11 - Big Data 4.14 - Non Exam Assessment		All topics revision Paper 1 Preliminary Preparation (Programming Exam)		All Topics Revision Paper 1 Preliminary Preparation (Programming Exam)	Exam - N/A

- Have interest and enthusiasm for the subject.
- Have an understanding of a range of economic concepts, models and theories and appreciate that economic behaviour can be studied from a range of perspectives.
- Have an enquiring, critical and thoughtful approach to the study of economics and develop an ability to think like an economist, developing both analytical and quantitative skills.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 12						
Subject	Economics					
Topics	Micro: Economic methodology and the economic problem Macro : The measure of macroeconomic performance	Micro: Price determination in a competitive market and production costs and revenues. Macro : How the macro economy works	Micro: Competitive and concentrated markets Macro: Economic performance	Micro: The market mechanism, market failure and government intervention Macro: Economic performance and macroeconomic policy	Micro: The market mechanism market failure and government intervention Macro: Macroeconomic policy	Micro: Individual economic decision making Macro: The measurement of macroeconomic performance
Skills	Quantitative skills including: constructing and interpreting graphs, calculating and interpreting index numbers, elasticities, profit, costs and revenues..		Quantitative skills including: constructing and interpreting graphs, and providing logical chains of analysis and evaluation.		Quantitative skills including: constructing and interpreting graphs and calculating income in real terms.	
Links	Micro 3.1.1 Macro 3.2.1	Micro 3.1.2 & 3.1.3 Macro 3.2.2	Micro 3.1.4 Macro 3.2.3	Micro 3.1.5 Macro 3.2.3 & 3.2.4	Micro 3.1.5 Macro 3.2.4	Micro 4.1.2 Macro 4.2.1

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 13						
Subject	Economics					
Topics	Micro : Production, costs and revenues Macro : How the macroeconomy works and economic	Micro: Perfect competition, imperfectly competitive markets and monopoly Macro: Economic	Micro: Perfect competition, imperfect competitive markets and monopoly The labour market	Micro: The labour market and the distribution of income and wealth:poverty and inequality Macro: The international	Micro: The market mechanism, market failure and government intervention in markets Macro: The international	A Level Economics exams: Paper 1 Paper 2 Paper 3

	performance	performance and financial markets and monetary policy	Macro: Fiscal policy and supply-side policies	economy	economy	
Skills	Quantitative skills including: calculations, constructing and interpreting graphs, and providing logical chains of analysis and evaluation.		Quantitative skills including: calculations, constructing and interpreting graphs, and providing logical chains of analysis and evaluation.		Quantitative skills including: calculations, constructing and interpreting graphs, and providing logical chains of analysis and evaluation.	
Links	Micro 4.14 Macro 4.2.2 & 4.2.3	Micro 4.15 Macro 4.2.3 & 4.2.4	Micro 4.15 & 4.16 Macro 4.2.5	Micro 4.16 & 4.17 Macro 4.2.6	Micro 4.18 Macro 4.2.6	

Year 12 x 3						
Cambridge Technical Business Studies						
Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topics	Unit 1 Unit 2 Unit 6 Unit 8 Unit 9 Unit 10 Unit 12 Unit 15					Computational Thinking Games Design (Scratch - Flappy Birds)
Skills						Creativity Algorithm design
Links	Cambridge Technicals Level 3 in IT LO1	Cambridge Technicals Level 3 in IT LO1 and LO2	Cambridge Technicals Level 3 in IT LO2 and LO3	Cambridge Technicals Level 3 in IT LO3 and LO4		