

Curriculum Overview for Year 7

| Term | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
|---|---|---|--|--|---|---|
| <p>Curriculum Content: The key knowledge and skills that will be taught.</p> | <p>Introduction</p> <ul style="list-style-type: none"> Logging on, printing, files and folders. Using school emails ESafety –How to stay safe online. <p>Computer Components</p> <ul style="list-style-type: none"> Input and output devices Storage devices and networking Internal components of a PC Networks and network topologies. | <p>Modelling Spreadsheets –</p> <ul style="list-style-type: none"> Parts of a spreadsheet / uses / formatting cells Formulas & Functions - + - / * SUM / MAX / MIN / AVERAGE Functions - COUNT / COUNTA / COUNTIF / ROUND Conditional Formatting & Filters Goal Seek Charts / Graphs | <p>Handling Data</p> <ul style="list-style-type: none"> Setting up a database (relational for 7A-7D) Data Input Use of Forms Queries / Switchboard Reports / Labels / Mail Merge | <p>Programming with Scratch</p> <ul style="list-style-type: none"> Scratch intro, sequencing blocks Building scripts in Scratch and creating variables. Using a range of blocks to program a game independently Explaining code | <p>Flowol – Flow Charts</p> <ul style="list-style-type: none"> Identifying Symbols / Create simple flowchart Controlling Inputs and Outputs Using a variable within a flowchart Variables to control flow / combining with inputs and outputs Creating Control System | <p>Computational Thinking</p> <ul style="list-style-type: none"> Introduction to Algorithms / Flow Charts Pattern Recognition Binary to Decimal Conversions Adding Binary Values Binary to Hexadecimal Conversions Logic Gates |
| <p>Assessment:</p> | <p>Introduction and Computer Components MCQ Assessment</p> | <p>Spreadsheets MCQ Assessment</p> <p>Questions from earlier units are interleaved into assessment</p> | <p>Handling Data MCQ Assessment</p> <p>Questions from earlier units are interleaved into assessment</p> | <p>Scratch MCQ Assessment</p> <p>Questions from earlier units are interleaved into assessment</p> | <p>Flow Charts MCQ Assessment</p> <p>Questions from earlier units are interleaved into assessment</p> | <p>Computational Thinking MCQ Assessment</p> <p>Questions from earlier units are interleaved into assessment</p> |

Curriculum Overview for Year 8

| Term | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
|---|---|--|---|---|---|---|
| <p>Curriculum Content: The key knowledge and skills that will be taught.</p> | <p>Cryptology</p> <ul style="list-style-type: none"> Caesar Cipher, encryption and decryption Morse code encryption and decryption QR Codes / DRM encryption and decryption Problem solving – Who shot Mr Burns <p>Cyber Security</p> <ul style="list-style-type: none"> Online Identify Theft Phishing / Spamming / Threats (i.e. Malware, Trojans, worms etc.) Internet Safety Refresher | <p>BYOB – Flappy Birds Game</p> <ul style="list-style-type: none"> Variables & Broadcasts IF ELSE Statements Sub-Routines Testing Reflection and Refining Code | <p>Digital Graphics</p> <ul style="list-style-type: none"> Creating Assets Repurposing Assets Tools Adjustments Resolutions Style & Composition Export & Review | <p>Algorithms</p> <ul style="list-style-type: none"> What is an algorithm? Algorithms in our lives Sorting algorithms Searching algorithms <p>Python Programming</p> <ul style="list-style-type: none"> Python Syntax and using the Turtle Module to draw shapes. Developing use of Turtle - Advanced shape drawing | <p>Python Programming</p> <ul style="list-style-type: none"> Using print, input and variables. Developing programming skills - Using if/else statements. Developing a coded solution - Take Away Menu Reflection - Explaining your code. | <p>ICT/Computing in the Workplace</p> <ul style="list-style-type: none"> Audience and Purpose Logo design PowerPoint Structure The use of mobile apps Legislation |
| <p>Assessment:</p> | <p>Cryptology and Cyber Security MCQ Assessment</p> <p>Questions from earlier units are interleaved into assessment</p> | <p>BYOB MCQ Assessment</p> <p>Questions from earlier units are interleaved into assessment</p> | <p>BYOB MCQ Assessment</p> <p>Questions from earlier units are interleaved into assessment</p> | <p>Algorithms MCQ Assessment</p> <p>Questions from earlier units are interleaved into assessment</p> | <p>Python MCQ Assessment</p> <p>Questions from earlier units are interleaved into assessment</p> | <p>Workplace Skills MCQ Assessment</p> <p>Questions from earlier units are interleaved into assessment</p> |

Curriculum Overview for Year 9

| Term | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
|---|--|---|--|---|--|--|
| <p>Curriculum Content: The key knowledge and skills that will be taught.</p> | <p>Visual Identity of Digital Graphics R094</p> <ul style="list-style-type: none"> • purpose, elements and design of visual identity • plan for digital graphic products • properties of digital graphics • use of assets in digital graphics | <p>Visual Identity of Digital Graphics R094</p> <ul style="list-style-type: none"> • techniques used to plan visual identity • techniques used to plan the creation of a digital graphic • tools used for creating digital graphics • techniques used for creating digital graphics • technical skills used to create and prepare assets for use in a graphic | <p>Visual Identity of Digital Graphics R094</p> <ul style="list-style-type: none"> • techniques used to save and export digital graphics • techniques used to refine digital graphics for a specific audience / purpose • techniques used to evaluate the effectiveness of a digital graphic • techniques used to change the purpose and audience of digital graphics | <p>Interactive Digital Media R097</p> <ul style="list-style-type: none"> • Types of interactive digital media • hardware used to create digital media • features and conventions of digital media • resources needed for digital media • pre-production and planning techniques for digital media | <p>Interactive Digital Media R097</p> <ul style="list-style-type: none"> • technical skills to create and manage assets for digital media • technical skills to create interactive digital media • file and naming conventions for digital media | <p>Interactive Digital Media R097</p> <ul style="list-style-type: none"> • techniques used to test the effectiveness of digital media • techniques used to save and export digital media files. • techniques used to review digital media Techniques used to refine digital media products for a new audience or purpose. |
| <p>Assessment:</p> | <p>Red, Amber, Green, Purple or progress towards completing tasks.</p> | <p>Red, Amber, Green, Purple or progress towards completing tasks.</p> | <p>Red, Amber, Green, Purple or progress towards completing tasks.</p> | <p>Red, Amber, Green, Purple or progress towards completing tasks.</p> | <p>Red, Amber, Green, Purple or progress towards completing tasks.</p> | <p>Red, Amber, Green, Purple or progress towards completing tasks.</p> <p>Final score to OCR</p> |

Curriculum Overview for Year 10

| Term | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
|---|--|---|---|--|---|--|
| <p>Curriculum Content: The key knowledge and skills that will be taught.</p> | <p>IMedia R082 Create and save a digital graphic</p> <ul style="list-style-type: none"> source assets identified for use in a digital graphic create assets identified for use in a digital graphic ensure the technical compatibility of assets with the final graphic create a digital graphic using a range of tools and techniques within the image editing software application save a digital graphic in a format appropriate to the software being used export the digital graphic using appropriate formats and properties for review a digital graphic against a specific brief identify areas in a digital graphic for improvement and further development | <p>IMedia R082 Understand the purpose and properties of digital graphics.</p> <ul style="list-style-type: none"> explore digital graphics which are available in the public domain, summarising their different purposes describe the component features of these graphics and what these component features aim to do. identify and describe the different file formats for graphics identify and describe the audiences and purposes for digital graphics | <p>IMedia R081 Understand the uses and properties of interactive multimedia products Be able to plan pre-production</p> <ul style="list-style-type: none"> understand the purpose and uses for mood boards, mind maps/spider diagrams, visualisation diagrams, storyboards and scripts. understand the content of mood boards, mind maps/spider diagrams, visualisation diagrams, storyboards and scripts. interpret client requirements for pre-production based on a specific brief identify timescales for production based on target audience and end user requirements produce a work plan and production schedule identifying the target audience and how they can be categorised identifying the hardware, techniques and software used for digitising paper-based documents and creating electronic pre-production documents identifying the health and safety considerations when creating digital media products identifying legislation regarding any assets to be sourced identifying how legislation applies to creative media production | <p>IMedia R081 Be able to produce pre-production documents</p> <ul style="list-style-type: none"> how to create a mood board, mind map/spider diagram, visualisation diagram or sketch and storyboards how to analyse a script. properties and limitations of file formats for still images the properties and limitations of file formats for audio the properties and limitations of file formats for moving images suitable naming conventions identify appropriate file formats needed to produce pre-production documents and final products in line with client requirement | <p>IMedia R081 Be able to review pre-production documents</p> <ul style="list-style-type: none"> review a pre-production document identify areas for improvement in a pre-production document practice exam techniques | <p>IMedia R087 Understand the uses and properties of interactive multimedia products</p> <ul style="list-style-type: none"> where different interactive multimedia products are used and their purpose key elements to consider when designing interactive multimedia products the required hardware, software and peripherals to create and view interactive multimedia products the type of limitations caused by connections, bandwidth and data transfer when accessing interactive multimedia products file formats supported by different platforms |
| <p>Assessment:</p> | <p>Red, Amber, Green, Purple or progress towards completing tasks.</p> | <p>Red, Amber, Green, Purple or progress towards completing tasks.</p> | <p>Homework Booklet Practice Questions PPE</p> | <p>Homework Booklet Practice Questions PPE</p> | <p>Homework Booklet Practice Questions PPE Examination R081 (External)</p> | <p>Red, Amber, Green, Purple or progress towards completing tasks.</p> |

Curriculum Overview for Year 11

| Term | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
|---|---|--|---|---|--|----------|
| <p>Curriculum Content: The key knowledge and skills that will be taught.</p> | <p>IMedia R082 Plan the creation of a digital graphic</p> <ul style="list-style-type: none"> interpret client requirements for a digital graphic based on a specific brief understand target audience requirements for a digital graphic produce a work plan for an original graphics creation produce a visualisation diagram for a digital graphic identify the assets needed to create a digital graphic identify the resources needed to create a digital graphic how legislation applies to images used in digital graphics, whether sourced or created | <p>IMedia R082 Create and save a digital graphic</p> <ul style="list-style-type: none"> source assets identified for use in a digital graphic create assets identified for use in a digital graphic ensure the technical compatibility of assets with the final graphic create a digital graphic using a range of tools and techniques within the image editing software application save a digital graphic in a format appropriate to the software being used export the digital graphic using appropriate formats and properties for review a digital graphic against a specific brief identify areas in a digital graphic for improvement and further development | <p>IMedia R082 Understand the purpose and properties of digital graphics.</p> <ul style="list-style-type: none"> explore digital graphics which are available in the public domain, summarising their different purposes describe the component features of these graphics and what these component features aim to do. identify and describe the different file formats for graphics identify and describe the audiences and purposes for digital graphics | <p>IMedia R082 Understand the purpose and properties of digital graphics.</p> <ul style="list-style-type: none"> explore digital graphics which are available in the public domain, summarising their different purposes describe the component features of these graphics and what these component features aim to do. identify and describe the different file formats for graphics identify and describe the audiences and purposes for digital graphics | | |
| <p>Assessment:</p> | <p>Homework Booklet Practice Questions PPE</p> | <p>Homework Booklet Practice Questions PPE</p> | <p>Homework Booklet Practice Questions PPE</p> | <p>Red, Amber, Green, Purple or progress towards completing tasks.</p> | <p>Red, Amber, Green, Purple or progress towards completing tasks.</p> | |