

Theme/ Concept	Year 7	Year 8	Year 9	Year 10	Year 11	Year 10 Creative iMedia	Year 11 Creative iMedia
Computing theory and safety	Introduction to Computing 1. Usernames / Logging on/ Passwords 2. Showbie 3. Seneca & SatchelOne	E-Safety 1. Digital footprint & its implications 2. Games Addiction 3. Grooming 4. Impacts of Social Media 5. Online identity / Privacy & Personal Data and Scams 6. Online Relationships - Kayleigh Heyward	Computing Theory 1. Emerging Technology 2. Systems Architecture 3. Data Representation 4. Embedded Systems 5. Memory & storage 6. Computational Logic 7. Ethical Legal and Cultural Impacts	E-Safety - Uni Frog 1. Staying safe online 2. Sexting 3. Interpreting information online 4. Protecting your personal data 5. Setting boundaries online	E-safety - Uni Frog 1. Media Literacy 2. Online Gambling 3. Misinformation 4. Online Extremism 5. Interpreting Online Information	R094: Visual identity and digital graphics Topic Areas 1.1 Purpose of Visual Identity 1.1 Component features of visual identity 1.1 Elements of visual identity 1.1 Visual identity design style 2.1 Concepts of graphic design 2.2 Layout conventions for different graphics 2.2 Technical properties of images and graphics 2.2 Licenses and permissions for assets and sources 2.3 Pre Production and planning	R093: Creative iMedia in the media industry Topic Area 1 1. Media sectors and products 2. Job Roles in the Media Industry Topic Area 2 3. How to style, content & layout linked to purpose 4. Client requirements 5. Audience, demographic and segmentation 6. Research methods and sources 7. Media Codes
	Internet Safety 1. Online Dangers 2. Consequences of sharing images online 3. Cyberbullying 4. How reliable is your online sources 5. Techniques to stay safe 6. Online etiquette & Screen Time	Cyber Security and Legislation 1. Why are systems attacked? 2. External threats 3. Internal threats 4. Physical threats and access rights 5. Encryption & Computer Misuse Act 6. Data Protection Act 7. Copyright Designs and Patents act	Pre-Production 1. Mind Mapping 2. Mood board 3. Visualisation Diagram 4. File Formats 5. Creating Magazine 6. Completing the Creation and Evaluation	Computing Theory & Application 1. Emerging Technology 2. Systems Architecture 3. Data Representation 4. Embedded Systems 5. Memory & storage 6. Ethical Legal and Cultural Impacts	Problem Solving Project		

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Computers & programming	Components of a Computer system - Digital Divide - Inputs and outputs - Secondary Storage - Inside the PC - The CPU - Systems Software - How the Internet works - Binary representation	Intro to Python – Turtle - Exploring Python Turtle Module - Variables & Functions - For Loops & While Loops - Repetition - Iteration - Algorithms	Programming Python – Design an E-safety Quiz - Planning our quiz - Algorithms - flowcharts & pseudocode - Programming syntax recap - Loops & Lists/ tables - Procedures & Functions			- Software tools and techniques - Source assets for digital graphics - Create assets for use in DG - Modify Images - Store assets for use - Save and Export	Topic Area 3 - Work Planning - Documents to support ideas - Planning documents - Legal issues - Regulation, certification and classification - Health and safety
	Games Design (Scratch) - Games Review - Exploring the environment & Backdrop Design - Sequencing & Creating Sprites and Levels - Variables, Applying: Control, Motion & Events & operators, Commands - Loops & Problem Solving - Debugging and Evaluation	Computational Thinking & Digital Logic - Computational thinking & problem solving: Decomposition and Abstraction & Patter recognition - Algorithms – solutions and problem; solving notation - Searching Algorithms - Linear Search - Binary & Logic Gates	Networks & Communication - Intro to Networks LAN/ WAN - Topologies – Star, Mesh, Line, Bus - LAN hardware- routers, switches & Factors affecting performance - The Cloud - The internet: DNS, hosting/ Protocols - Client server, p2p - TCP/ IP Packet Switching				Topic Area 4 - Distribution platforms - Properties of media files - Moving images - File compression

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ICT	Introduction to Spreadsheets (Excel) - Intro to Spreadsheets - Basic Formulas – Min/Max/Avg/ +/- - Collecting and Formatting - Analysing Data - Mastering Data - Improving your Skills	Image Manipulation (Pixlr) - Vector Vs Bitmap images - Using Eraser, Lasso & Magic wand tool - Impacts of image manipulation - Using marquee tool and picker, Burn & Stamp tool - Using layers, arrow and blur tool - Data Representation – text, image and numbers	Database Design (Access) - Introduction to Databases - Tables and data input & validation - Creating Queries searching and sorting data - Creating Input forms - Creating a Report	Preparing for Work Experience - What is work experience? - Exploring options - virtual or live placements - Finding work experience placements - Applying by email or in person Being in a work place - Work place etiquette, H & S - Preparing for the first day - Setting personal goals	My Career Profile - Who am I (CV) - Post school shortlist; Personal statement, Subject References - Developing a CV - Mock Exams Applications - Careers Library (Uni Frog) - Searching Databases and Search Engines (Next steps) - Communicating with employers & providers (email) - Applying for; Courses, Jobs, Apprentices and collages / Sixth Forms	R097: - Understand interactive digital media products - Interactive digital media products - Purpose & uses of interactive digital media products - Target audience & client requirements - Plan interactive digital media products - Pre-production planning - Storyboarding - Wireframing - Asset planning - Create interactive digital media products - Tools & techniques for creating interactive digital media - Creating assets - Assembling assets - Testing and refining - Review interactive digital media products - Reviewing the product - Suggesting improvements and further developments	
	Developing a PowerPoint Interface (PowerPoint) - Researching the Project - Interface Planning - Searching the internet and Fake News - Creating Navigation- Action buttons/ Hyperlinks and Images - Sounds and Transitions and Animations - Evaluation and Extended Interface types	Intro to HTML/ Website Development (Dreamweaver) - Web Investigation - Planning Slides - HTML Basics and Creating pages - Adding HTML Text, Images and Colour sing code - Adding Lists, Fixing syntax errors - Testing & Completion	APP Development - What are APP's? - APP investigation - APP Planning - APP Creation - APP Development - APP Testing & Evaluation				