

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 <ol style="list-style-type: none"> 1. Usernames / Logging on/ Passwords 2. Showbie 3. Seneca & SatchelOne 	E-Safety <ol style="list-style-type: none"> 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 <ol style="list-style-type: none"> 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 <ol style="list-style-type: none"> 1. Staying safe online 2. Sexting 3. Interpreting information online 4. Protecting your personal data 5. Setting boundaries online 	E-safety - Uni Frog <ol style="list-style-type: none"> 1. Media Literacy 2. Online Gambling 3. Misinformation 4. Online Extremism 5. Interpreting Online Information 	R094: Visual identity and digital graphics <p>Topic Areas</p> <ol style="list-style-type: none"> 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 <p>Topic Area 1</p> <ol style="list-style-type: none"> 1. Media sectors and products 2. Job Roles in the Media Industry <p>Topic Area 2</p> <ol style="list-style-type: none"> 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 <ol style="list-style-type: none"> 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 <ol style="list-style-type: none"> 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 <ol style="list-style-type: none"> 1. Mind Mapping 2. Mood board 3. Visualisation Diagram 4. File Formats 5. Creating Magazine 6. Completing the Creation and Evaluation 	Computing Theory & Application <ol style="list-style-type: none"> 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 <ol style="list-style-type: none"> Digital Divide Inputs and outputs Secondary Storage Inside the PC The CPU Systems Software How the Internet works Binary representation 	Intro to Python – Turtle <ol style="list-style-type: none"> Exploring Python Turtle Module Variables & Functions For Loops & While Loops Repetition Iteration Algorithms 	Programming Python – Design an E-safety Quiz <ol style="list-style-type: none"> Planning our quiz Algorithms - flowcharts & pseudocode Programming syntax recap Loops & Lists/tables Procedures & Functions 			<ol style="list-style-type: none"> 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 <ol style="list-style-type: none"> Work Planning Documents to support ideas Planning documents Legal issues Regulation, certification and classification Health and safety
	Games Design (Scratch) <ol style="list-style-type: none"> 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 <ol style="list-style-type: none"> Computational thinking & problem solving: Decomposition and Abstraction & Patter recognition Algorithms – solutions and problem; solving notation Searching Algorithms Linear Search Binary & Logic Gates 	Networks & Communication <ol style="list-style-type: none"> 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 <ol style="list-style-type: none"> Distribution platforms Properties of media files Moving images File compression

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ICT	Introduction to Spreadsheets (Excel) <ol style="list-style-type: none"> Intro to Spreadsheets Basic Formulas – Min/Max/Avg/ +/- Collecting and Formatting Analysing Data Mastering Data Improving your Skills 	Image Manipulation (Pixlr) <ol style="list-style-type: none"> 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) <ol style="list-style-type: none"> Introduction to Databases Tables and data input & validation Creating Queries searching and sorting data Creating Input forms Creating a Report 	Preparing for Work Experience <ol style="list-style-type: none"> 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 <ol style="list-style-type: none"> Work place etiquette, H & S Preparing for the first day Setting personal goals 	My Career Profile <ol style="list-style-type: none"> Who am I (CV) Post school shortlist; Personal statement, Subject References Developing a CV Mock Exams Applications <ol style="list-style-type: none"> 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: <ol style="list-style-type: none"> Understand interactive digital media products <ol style="list-style-type: none"> Interactive digital media products Purpose & uses of interactive digital media products Target audience & client requirements Plan interactive digital media products <ol style="list-style-type: none"> Pre-production planning Storyboarding Wireframing Asset planning Create interactive digital media products <ol style="list-style-type: none"> Tools & techniques for creating interactive digital media Creating assets Assembling assets Testing and refining Review interactive digital media products <ol style="list-style-type: none"> Reviewing the product Suggesting improvements and further developments 	
	Developing a PowerPoint Interface (PowerPoint) <ol style="list-style-type: none"> 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) <ol style="list-style-type: none"> 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 <ol style="list-style-type: none"> What are APP's? APP investigation APP Planning APP Creation APP Development APP Testing & Evaluation 				