



Year 7	Autumn	Spring	Summer
	1 Scratch 2 Variables and IF Statements 3 Variables and Operators 4 Computer Hardware 5 What is a computer? 6 How does it work? The CPU	1 HTML 2 Formatting 3 Images and Hyperlinks 4 Scratch Game Maker 5 Scoring items 6 Levels	1 MicroBit Madness 2 MicroBit – Compile - Flash 3 Syntax and Variables 4 Event Driven Scratch 5 Random – IFs - Events 6 GUI

Year 8	Autumn	Spring	Summer
	1 My Digital World 2 E-safety and Searching Smart 3 Copyright and Copywrongs 4 Binary Bits & Bobs 5 Conversions and Addition 6 Images and Audio	1 Introduction to Python 2 Variables – Input - Output 3 Data Types and Arithmetic 4 HMTL & CSS 5 CSS Backgrounds and Images 6 DIV Tags Page Sections and CSS	1 Scratch Shooter Game 2 Movement and Gravity 3 Programming Levels 4 Back to the Future 5 Encryption and The Internet 6 Boolean Logic and Problem Solving

Year 9	Autumn	Spring	Summer
	1 Visual Identity & Digital Graphics 2 Purpose and design 3 Assets and create 4 Cyber Security 5 You and your data 6 Rise of the bots	1 Networks 2 Networks and LANs 3 The Internet and WANs 4 Scratch Scrolling Game Maker 5 Backgrounds and Gravity 6 Scoring and Programming Levels	1 Python Programming 2 Iterations and While Loops 3 Iterations and For Loops 4 Experience AI 5 What is AI? 6 How computers learn from data

Year 10	Autumn	Spring	Summer
	1 Visual identity and digital graphics 2 Purpose, elements and design of visual identity 3 Graphic design and conventions 4 Properties of digital graphics and use of assets 5 Tools and techniques of imaging editing software used to create digital graphics 6 Techniques to save and export visual identity and digital graphics	1 NEA 2 Task 1 – Planning 3 Task 2 Creating 4 R093 Creative iMedia in the media industry 5 Media industry sectors and products 6 Job roles in the media industry	1 How style, content and layout are linked to the purpose 2 Client requirements and how they are defined 3 Audience demographics and segmentation 4 Research methods, sources and types of data 5 Media codes used to convey meaning, create impact and/or engage audiences 6 Work planning

Year 11	Autumn	Spring	Summer
	1 R097 Interactive digital media 2 Plan interactive digital media 3 Types of interactive digital media, content and associated hardware 4 Technical skills to create and/or edit and manage assets for use within interactive digital media products 5 Techniques to save and export/publish interactive digital media 6 Techniques to test/check and review interactive digital media	1 NEA Task 1 - Planning 2 Task 2 - Creating 3 Task 3 – Testing, checking and reviewing 4 R093 Creative iMedia in the media industry 5 Documents used to support ideas generation 6 Documents used to design and plan media products	1 The legal issues that affect media 2 Distribution platforms and media to reach audiences 3 Properties and formats of media files 4 Recap and retrieval 5 Exam preparation and technique 6 Summer exam

CONCEPTS

KS3 – Algorithms, Programming & Development, Data & Data Representation, Hardware & Processing, Communication & Networks and Information Technology

KS4 – Plan, Develop, Create and Review