

**Curriculum Map**
**COMPUTING**

	Autumn term		Spring term		Summer term	
	1	2	1	2	1	2
<b>Year 7</b>	Logging on, accounts, School systems, email, GL assessments, E-safety	E safety, Introduction to algorithms	Scratch project	Binary, Hexadecimal and Data representation	Hardware & software	Business Documentation
<b>Year 8</b>	Web design	Web design Introduction to Programming python	Introduction to Programming python	Images and sound	Cyber security video	Business Documentation

**AQA Computer Science (601/8301/9)**

<b>Year 9</b>	Algorithms Programming	Programming	Programming	Data representation	Computer systems	Fundamentals of computer networks Security and ethics
<b>Year 10</b>	3.1 Fundamentals of algorithms	3.2 Programming	3.2 Programming	3.3 Fundamentals of data representation	3.4 Computer systems	Revision for End of year exam. Mini programming project
<b>Year 11</b>	3.5 Fundamentals of computer networks 3.6 Cyber security 3.8 Ethical, legal and environmental impacts of digital technology on wider society, including issues of privacy	Revision for Mock exam  3.7 Relational databases and structured query language (SQL)	Revision for GCSE exams	Revision for GCSE exams	Revision for GCSE exams	

**NCFE Interactive Media (603/0852/7)**

		Autumn term		Spring term		Summer term	
		1	2	1	2	1	2
<b>Year 9</b>		Investigation, Digital Graphics	Photoshop	Video and Audio	Website Design	Industry and Management	<b><u>NCFE Coursework starts:</u></b> Unit 1 LO1: Understand what is required for the development of an interactive media product
	<b>Year 10</b>	Unit 1 LO2: Experiment with interactive media products and their production in relation to a brief.	Unit 1 LO3: Review their experimentation with interactive media products	Unit 2 LO1: Understand how to produce a proposal to meet a brief	Unit 2 LO2: Produce a proposal meeting the requirements of a brief  Unit 2 LO3: Produce planning for an interactive media product meeting the requirements of the brief and proposal	Exam Preparations, 15-hour External Assessment	Unit 2 LO4: Review the proposal and the planning of an interactive media product
<b>Year 11</b>		Unit 3 LO1: Understand how to use appropriate software and hardware for the development and creation of an Interactive media product and its assets  Unit 3 LO2: Create an interactive media product to meet a brief	Unit 3 LO3: Review their working processes and their interactive media product  Exam Preparations,	15-hour External Assessment  Unit 4 LO1: Understand how to promote their skills and present an interactive media product in the creative media industry	Unit 4 LO2: Present an interactive media product and promote their skills  Unit 4 LO3: Review the presentation of their interactive media product and promotion of their skills	Exam Preparations, 15-hour External Assessment Resit	
						Upgrade Coursework	