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| Curriculum Map | | | | **COMPUTING** | | | | | |
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|  |  | **Autumn term** | |  | **Spring term** | |  | **Summer term** | |
|  |  | 1 | 2 |  | 1 | 2 |  | 1 | 2 |
| **Year 7** |  | Logging on, accounts, School systems, email,  GL assessments,  E-safety  Basic formatting | E safety: Creating documentation  to explain safe use of technology and practice formatting for an audience |  | Introduction to algorithms and developing a  Scratch game | Complete scratch game  Data representation: Binary, Hexadecimal maths |  | Complete Data representation: Binary, Hexadecimal maths | Computer systems: Hardware and software and connectivity between devices |
|  | | | | | | | | | |
| **Year 8** |  | Web design: creating a basic navigable website and all the assets needed. | Finish Web design  Introduction to programming with python: inputs, outputs, processing and selection |  | Continue Introduction to programming with python: inputs, outputs, processing and selection | Complete Introduction to programming with python: inputs, outputs, processing and selection |  | Data representation and creation of images and sound | Cyber security: The dangers to technology and how to reduce the risks |
|  | | | | | | | | | |
| **Year 9** |  | Developing a portfolio: graphic design and setting up for the whole year | Python programming (sign up page): expanding on year 8s introduction using iteration |  | Creating a magazine cover using Photoshop | Developing a Computer systems video |  | Developing a Computer systems video | Independent development of portfolio expanding the portfolio on topics of personal interest |

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| **OCR Computer Science (601/8355/X).** | | | | | | | | | |
| **Year 10** |  | **Component 2**  2.1 Algorithms  2.2 Programming fundamentals  2.3 Producing robust programs  2.4 Boolean logic  2.5 Programming languages and Integrated Development Environments | | | | **Component 1**  1.1 Systems architecture  1.2 Memory and storage  1.3 Computer networks, connections and protocols  1.4 Network security  1.5 Systems software  1.6 Ethical, legal, cultural and environmental impacts of digital technology  *(Continued into Y11)* | | | |
| **AQA Computer Science (601/8301/9)** | | | |  |  |  |  |  |  |
| **Year 11** |  | 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 |  |

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|  |  | **Autumn term** | |  | **Spring term** | |  | **Summer term** | |
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**NCFE Interactive Media (603/0852/7)**

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| **Year 10** |  | Introduction to the new specification.  Design briefs will be set to cover the content areas below:   * Types of interactive media products in context * Features of interactive media products * Media assets * Interactive features * Categorising audiences * Audiences’ uses of interactive media * Software * Hardware and associated features * Storage options and folder structures * File types * Compression * Exporting options | |  | Design briefs will be set to cover the content areas below:   * Clients and proposals when developing an interactive media product * Types of clients * Client needs * Interpreting the client brief * Research and planning * Content and function of a proposal when developing an interactive media product * Presentation of a proposal when developing an interactive media product * Response to client feedback * Review of working processes and development of an interactive media product | |  | Design briefs will be set to cover the content areas below:   * Developing an interactive media product * Assets * Interactive media product | |
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| **Year 11** |  | 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 |  |