|  |  |
| --- | --- |
| Curriculum Map | **COMPUTING** |
|  |
|  |  | **Autumn term** |  | **Spring term** |  | **Summer term** |
|  |  | 1 | 2 |  | 1 | 2 |  | 1 | 2 |
| **Year 7** |  | Logging on, accounts, School systems, email,GL assessments,E-safetyBasic 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 designIntroduction 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 |

|  |
| --- |
| **OCR Computer Science (601/8355/X).** |
| **Year 10**  |  | **Component 2**2.1 Algorithms2.2 Programming fundamentals 2.3 Producing robust programs 2.4 Boolean logic 2.5 Programming languages and Integrated Development Environments | **Component 1**1.1 Systems architecture1.2 Memory and storage1.3 Computer networks, connections and protocols 1.4 Network security1.5 Systems software1.6 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 networks3.6 Cyber security3.8 Ethical, legal and environmental impacts of digital technology on wider society, including issues of privacy | Revision for Mock exam3.7 Relational databases and structured query language(SQL) |  | Revision for GCSE exams | Revision for GCSE exams |  | Revision for GCSE exams |  |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  |  | **Autumn term** |  | **Spring term** |  | **Summer term** |
|  |  | 1 | 2 |  | 1 | 2 |  | 1 | 2 |

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

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **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
 |
|  |  |  |  |  |  |  |  |  |  |
| **Year 11**  |  | Unit 3 LO1: Understand how to use appropriate software and hardware for the development and creation of anInteractive media product and its assetsUnit 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 AssessmentUnit 4 LO1: Understand how to promote their skills and present an interactive media product in the creative mediaindustry | 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 AssessmentResitUpgrade Coursework |  |