



## ASHTON COMMUNITY SCIENCE COLLEGE: COMPUTING CURRICULUM

Year 11 Computer Science					
	Half term 1	Half term 2	Half term 3	Half term 4	Half term 5
Knowledge	<u>Topic:</u> <ul style="list-style-type: none"> <li>▪ Networks and protocols</li> <li>▪ Programming skills</li> </ul>	<u>Topic:</u> <ul style="list-style-type: none"> <li>▪ System security</li> <li>▪ Programming skills</li> </ul>	<u>Topic:</u> <ul style="list-style-type: none"> <li>▪ Programming languages and Integrated Development Environments</li> <li>▪ Programming skills</li> </ul>	<u>Topic:</u> <ul style="list-style-type: none"> <li>▪ System software</li> <li>▪ Programming skills</li> </ul>	<u>Topic:</u> <ul style="list-style-type: none"> <li>▪ Revision</li> <li>▪ Programming skills</li> </ul>
Skills/ application of knowledge	<ul style="list-style-type: none"> <li>▪ Networks and topologies</li> <li>▪ Wired and wireless networks, protocols, and layers</li> </ul>	<ul style="list-style-type: none"> <li>• Threats to computer systems and networks</li> <li>• Identifying and preventing vulnerabilities</li> </ul>	<ul style="list-style-type: none"> <li>▪ Languages</li> <li>▪ The integrated development environment</li> </ul>	<ul style="list-style-type: none"> <li>▪ Operating systems</li> <li>▪ Utility software</li> </ul>	<ul style="list-style-type: none"> <li>▪ Exam technique</li> </ul>
Links to prior learning	<ul style="list-style-type: none"> <li>• Year 7- how the web works, Micro:bits, small basic</li> <li>• Year 8- networks, python introduction</li> <li>• Year 9- python programming</li> </ul>	<ul style="list-style-type: none"> <li>• Year 7- E-safety, Micro:bits, small basic</li> <li>• Year 8- system security, python introduction</li> <li>• Year 9- Ethical, legal, cultural and environmental issues in computing, python programming</li> </ul>	<ul style="list-style-type: none"> <li>• Year 7- Micro:bits, small basic</li> <li>• Year 8- python introduction</li> <li>• Year 9- python programming</li> </ul>	<ul style="list-style-type: none"> <li>• Year 7- under the hood of a computer, Micro:bits, small basic</li> <li>• Year 8- system software, python introduction</li> <li>• Year 9- Ethical, legal, cultural and environmental issues in computing, python programming</li> </ul>	
Assessment	<ul style="list-style-type: none"> <li>• End of topic test</li> <li>• Exam questions</li> </ul>	<ul style="list-style-type: none"> <li>• End of topic test</li> <li>• Exam questions</li> </ul>	<ul style="list-style-type: none"> <li>• End of topic test</li> <li>• Exam questions</li> </ul>	<ul style="list-style-type: none"> <li>• End of topic test</li> <li>• Exam questions</li> </ul>	

## ASHTON COMMUNITY SCIENCE COLLEGE: COMPUTING CURRICULUM

Year 10 Creative iMedia						
	Half term 1	Half term 2	Half term 3	Half term 4	Half term 5	Half term 6
Knowledge	<p><u>Topic:</u></p> <ul style="list-style-type: none"> <li>R093 Creative iMedia in the media industry</li> <li>R093 Factors influencing product design</li> </ul>	<p><u>Topic:</u></p> <ul style="list-style-type: none"> <li>R094 Visual identity and digital graphics</li> </ul>	<p><u>Topic:</u></p> <ul style="list-style-type: none"> <li>R094 Visual identity and digital graphics</li> </ul>	<p><u>Topic:</u></p> <ul style="list-style-type: none"> <li>R094 Visual identity and digital graphics</li> </ul>	<p><u>Topic:</u></p> <ul style="list-style-type: none"> <li>R094 Visual identity and digital graphics</li> </ul>	<p><u>Topic:</u></p> <ul style="list-style-type: none"> <li>R097 Interactive digital media</li> </ul>
Skills/ application of knowledge	<ul style="list-style-type: none"> <li>The products and job roles within the media sector</li> <li>How style, content and layout are linked to the purpose of the product</li> <li>Client and audience identification</li> <li>Research methods and sourcing information</li> </ul>	<ul style="list-style-type: none"> <li>Developing a visual identity- the purpose elements and design of products</li> <li>Planning digital graphics for products</li> <li>Graphic design conventions</li> <li>Properties and use of graphics</li> </ul>	<ul style="list-style-type: none"> <li>Developing a visual identity- the purpose elements and design of products</li> <li>Planning digital graphics for products</li> <li>Graphic design conventions</li> <li>Properties and use of graphics</li> </ul>	<ul style="list-style-type: none"> <li>Creating a visual identity</li> <li>Creating a digital graphic</li> <li>Tools and techniques used to create digital graphics</li> <li>Technical skills to source, create and prepare assets</li> <li>Techniques used to save and export visual identity's and digital graphics</li> </ul>	<ul style="list-style-type: none"> <li>Creating a visual identity</li> <li>Creating a digital graphic</li> <li>Tools and techniques used to create digital graphics</li> <li>Technical skills to source, create and prepare assets</li> <li>Techniques used to save and export visual identity's and digital graphics</li> </ul>	<ul style="list-style-type: none"> <li>Planning digital media</li> <li>Types of interactive media and hardware</li> <li>Features and conventions of digital media</li> <li>Resources required to create interactive digital media</li> <li>Preproduction documents used to plan interactive digital media</li> </ul>
Links to prior learning	<ul style="list-style-type: none"> <li>Year 7- how the web works,</li> <li>Year 8- multimedia products</li> <li>Year 9- digital graphics</li> </ul>	<ul style="list-style-type: none"> <li>Year 7- how the web works,</li> <li>Year 8- multimedia products</li> <li>Year 9- digital graphics</li> <li>Year 10- R093 Factors influencing product design</li> </ul>	<ul style="list-style-type: none"> <li>Year 7- how the web works,</li> <li>Year 8- multimedia products</li> <li>Year 9- digital graphics</li> <li>Year 10- Factors influencing product design</li> </ul>	<ul style="list-style-type: none"> <li>Year 7- how the web works,</li> <li>Year 8- multimedia products</li> <li>Year 9- digital graphics</li> <li>Year 10- R093 Factors influencing product design</li> </ul>	<ul style="list-style-type: none"> <li>Year 7- how the web works,</li> <li>Year 8- multimedia products</li> <li>Year 9- digital graphics</li> <li>Year 10- R093 Factors influencing product design</li> </ul>	<ul style="list-style-type: none"> <li>Year 7- how the web works,</li> <li>Year 8- multimedia products</li> <li>Year 9- digital graphics</li> <li>Year 10- R093 Factors influencing product design</li> </ul>
Assessment	<ul style="list-style-type: none"> <li>Mid unit assessment</li> <li>End of topic test</li> </ul>	<ul style="list-style-type: none"> <li>Recall questions</li> <li>Coursework</li> </ul>	<ul style="list-style-type: none"> <li>Recall questions</li> <li>Coursework</li> </ul>	<ul style="list-style-type: none"> <li>Recall questions</li> <li>Coursework</li> </ul>	<ul style="list-style-type: none"> <li>Recall questions</li> <li>Coursework</li> </ul>	<ul style="list-style-type: none"> <li>Recall questions</li> <li>Skills test</li> </ul>

## ASHTON COMMUNITY SCIENCE COLLEGE: COMPUTING CURRICULUM

Year 11 Creative iMedia					
	Half term 1	Half term 2	Half term 3	Half term 4	Half term 5
Knowledge	<u>Topic:</u> <ul style="list-style-type: none"> <li>R097 Interactive digital media</li> </ul>	<u>Topic:</u> <ul style="list-style-type: none"> <li>R097 Interactive digital media</li> </ul>	<u>Topic:</u> <ul style="list-style-type: none"> <li>R097 Interactive digital media</li> </ul>	<u>Topic:</u> <ul style="list-style-type: none"> <li>R093 Creative iMedia in the media industry</li> <li>R093 Factors influencing product design</li> <li>Revision</li> </ul>	<u>Topic:</u> <ul style="list-style-type: none"> <li>R093 Creative iMedia in the media industry</li> <li>R093 Factors influencing product design</li> <li>Revision</li> </ul>
Skills/ application of knowledge	<ul style="list-style-type: none"> <li>Creating different types of assets for use in interactive digital media products such as audio, images and videos</li> <li>File naming conventions</li> <li>Creating an interactive digital media product</li> <li>Techniques used to save and export interactive digital media products</li> </ul>	<ul style="list-style-type: none"> <li>Creating different types of assets for use in interactive digital media products such as audio, images and videos</li> <li>File naming conventions</li> <li>Creating an interactive digital media product</li> <li>Techniques used to save and export interactive digital media products</li> <li>Testing an interactive digital media product</li> <li>Reviewing an interactive digital media product</li> </ul>	<ul style="list-style-type: none"> <li>Testing an interactive digital media product</li> <li>Reviewing an interactive digital media product</li> </ul>	<ul style="list-style-type: none"> <li>The products and job roles within the media sector</li> <li>How style, content and layout are linked to the purpose of the product</li> <li>Client and audience identification</li> <li>Research methods and sourcing information</li> <li>Exam technique</li> </ul>	<ul style="list-style-type: none"> <li>The products and job roles within the media sector</li> <li>How style, content and layout are linked to the purpose of the product</li> <li>Client and audience identification</li> <li>Research methods and sourcing information</li> <li>Exam technique</li> </ul>
Links to prior learning	<ul style="list-style-type: none"> <li>Year 7- how the web works,</li> <li>Year 8- multimedia products</li> <li>Year 9- digital graphics</li> <li>Year 10- R093 Factors influencing product design, R094 Visual identity and digital graphics</li> </ul>	<ul style="list-style-type: none"> <li>Year 7- how the web works,</li> <li>Year 8- multimedia products</li> <li>Year 9- digital graphics</li> <li>Year 10- R093 Factors influencing product design, R094 Visual identity and digital graphics</li> </ul>	<ul style="list-style-type: none"> <li>Year 7- how the web works,</li> <li>Year 8- multimedia products</li> <li>Year 9- digital graphics</li> <li>Year 10- R093 Factors influencing product design, R094 Visual identity and digital graphics</li> </ul>	<ul style="list-style-type: none"> <li>Year 7- how the web works,</li> <li>Year 8- multimedia products</li> <li>Year 9- digital graphics</li> <li>Year 10- R093 Creative iMedia in the media industry, R093 Factors influencing product design</li> </ul>	<ul style="list-style-type: none"> <li>Year 7- how the web works,</li> <li>Year 8- multimedia products</li> <li>Year 9- digital graphics</li> <li>Year 10- R093 Creative iMedia in the media industry, R093 Factors influencing product design</li> </ul>
Assessment	<ul style="list-style-type: none"> <li>Recall questions</li> <li>Coursework</li> </ul>	<ul style="list-style-type: none"> <li>Recall questions</li> <li>Coursework</li> </ul>	<ul style="list-style-type: none"> <li>Recall questions</li> <li>Coursework</li> </ul>	<ul style="list-style-type: none"> <li>Recall questions</li> <li>Skills quizzes</li> <li>Past paper</li> </ul>	<ul style="list-style-type: none"> <li>Recall questions</li> <li>Skills quizzes</li> <li>Past paper</li> </ul>