	Half term 1 Learning Overview	Half term 2 Learning Overview	Half term 3 Learning Overview	Half term 4 Learning Overview	Half term 5 Learning Overview	Half term 6 Learning Overview
Year 7	Introduction to Target Audience based Pre Production Skills: narrative product development • Camera Shots • Visualisations • Mind Maps •Mood Boards •Storyboards	Interactive Presentation - Alton Towers • effective Searching Techniques and assessing the reliability of data (E-Safety link) • Planning your presentation using target audience based pre-production skills from Term 1 • Creating and using the master slide, banners and buttons • Population and development of interactive presentation •Testing and evaluating Presentation	Scratch – Game development • Block based code development • Sequencing instructions • Selecting Data • Iteration and effective design • Development of final games	Introduction to how computers Work Computer components • Input, Process, output and Storage • Computer Components (internal and external) • Binary and Storage	Ethical & Environmental (E-Safety) • Ethical and Cultural Issues • Environmental Issues •Legislation and privacy	Spreadsheet • Cell references (relative and absolute) •Formatting • Formulas: SUM MIN MAX AVERAGE VLOOKUP COUNT COUNTIF COUNTA IF Nested and compound functions
Year 8	BAFTA Young game designer Award – Developing a game concept •Game Research •Game remix and ideas capture •Interaction development •Progression Planning and Development •Key Art •Review and evaluate	Rebranding • Introduction to Branding • Target audience and brand review • Typography • Logo Development •Label Development • Packaging	Data representation and storage • Binary representation, • Hexadecimal • ASCII/Unicode	Implementation and application of Data representation • Binary Shifts, Binary Addition & Over flow • Cryptography • Hacking & Unauthorised access	Small Basic • Operators and properties • Variables •Mathematical operators • Loops and iteration	Networks & Network Security • Area Networks • Network Hardware • Connection Methods •Network Topologies
Year 9	Introduction to Computational thinking • Introduction • Decomposition • Abstraction • Pattern recognition • Algorithms • Evaluation of solutions	Control – Flowol & Algorithms •Sequences of instructions • Branching using decisions • Loops (infinite, or based on a condition or count) • Variables and simple variable manipulation	Python Basics & Adventure Game • Variables • Data types and uses • Mathematical operators • Application of algorithms • Selection • Nested functions	HTML/JS • Evaluation of existing websites • Introduction to HTML • Introduction to CSS • Introduction to JavaScript	Webpage development – E-Safety Themed • Application of CSS, JavaScript and HTML • E-Safety Themed covering: •Grooming and Abuse •Cyberbullying •Phishing	Developing technologies - Virtual Internship • Introduction to developing technologies • Design Brief • Background research • Supporting creativity and team work

		• Sub-procedures (parameters optional) • Multiple parallel threads	• Iteration – count and condition controlled loops •Functions • Object Oriented Programming and encapsulation •Lists •Reading from a file •Writing to a file		• Social and Multi Media	• Developing prototypes and concept solutions • concept pitch and Evaluation

	Half term 1 Learning Overview	Half term 2 Learning Overview	Half term 3 Learning Overview	Half term 4 Learning Overview	Half term 5 Learning Overview	Half term 6 Learning Overview
Year 10 Computer Science	Unit 1: Systems Architecture • Architecture of the CPU • CPU Performance • Memory • Secondary Storage Unit 6: • Computational Thinking.	Unit 6: Algorithms • Searching and Sorting Algorithms. • Pseudocode and Flowcharts. • Interpreting Algorithms.	Unit 7: Programming • Programming Fundamentals • Sequence and Selection • Iteration • Arrays • Procedures and functions	Unit 2: Data representation • Units and binary numbers • Binary arithmetic and hexadecimal • Characters • Images • Sound	Unit 3: Networks • The internet and wide area networks • Local Area Networks • Wireless Networking • Client-Server and P2P networks • Standards, Protocols and Layers	Unit 4: Networks Security and Systems Software • Network Threats • Preventing Vulnerabilities • Operating Systems • Utility Software
Year 10 iMedia	R081: Pre-Production Skills Learning Outcome 1: Understand the purpose and content of pre-production • Camera shots, angles and movements •Mood boards •Mind Maps •Visualisation Diagrams •Storyboards	R081: Pre-Production Skills Learning Outcome 4: Be able to review pre-production documents Review pre-production documents and identify areas for improvement. R091 Designing a game concept	R091 Designing a game concept Learning Outcome 3: Be able to design a digital game proposal • Identify design constraints and opportunities • Produce a range of visualisations for a game proposal	R082: Creating digital graphics Learning Outcome 1: Understand the purpose and properties of digital graphics • How and Why Digital Graphics are used • Types of Digital Graphics •File Formats •Properties of Digital Graphics	R082: Creating digital graphics Learning Outcome 2: Be able to plan the creation of a digital graphic • Interpreting client requirements • Understanding target audience • producing Pre-Production documents for a given brief	R082: Creating digital graphics Learning Outcome 3: Be able to create a digital graphic • Create and sourcing assets • Compatibility • importing and exporting file types • Version Control

	•Scripts R081: Pre-Production Skills Learning Outcome 2: Be able to plan pre-production • Interpreting Client Briefs • Time scale documentation • Conducting and analysing research • Work plans and production schedules • Target Audiences • Health and Safety considerations • Legislation R081: Pre-Production Skills Learning Outcome 3: Be able to produce pre-production documents • Create pre-production documents • Properties and limitations of file formats for still and moving images, and audio •Naming conventions	Learning Outcome 1: Understand digital game types and platforms • evolution of digital game platforms, characteristics of digital games • objectives and game genres • Compare capabilities and limitations of a range of platforms including hardware and display Learning Outcome 2: Be able to plan a digital game concept • Interpret a cline brief Identify target audience requirements Generate a range of original ideas	• Create a game proposal • Apply relevant legislation Learning Outcome 4: Be able to review a digital game proposal • Review a game proposal • identify improvements and further developments • Show version control	•Suitability of digital graphics •Properties of digital graphics • Influence of purpose and audience on design and layout of graphics	such as visualisations and work plans • Assets and resources • Application of legislation	R082: Creating digital graphics Learning Outcome 4: Be able to review a digital graphic • Review digital graphics against a brief •Identify Areas for improvement and development
Year 11 Computer Science	Unit 5: impacts of Digital Technology • Ethical and Cultural Issues • Environmental Issues •Legislation and privacy	Unit 8: Logic and Languages • Logic Diagrams and truth Tables • Defensive Design •Errors and testing •Translators and facilities IDEs	Programming Project • Design Using Pseudocode and/or flowcharts to plan the program to solve the problem/client brief • Write Using their own design students will develop and write their own code to solve a complex problem/ Client brief	Programming Project • Test Create and implement test plans and trace tables • Refine Using their own testing outcomes students will develop and refine their own code to solve a complex problem/ Client brief	Revision	

| Year 11 iMedia | R087 Creating interactive Multimedia Products

Learning Outcome 1: Understand the uses and properties of interactive multimedia Products
• Uses and purposes of interactive multimedia products
• key elements in Design
• Hardware, Software and peripherals
• Connections bandwidth and data transfer
• File formats

Learning Outcome 2: Be able to plan interactive multimedia products
• use pre-production documents to create a plan for interactive multimedia products to be produced
• interpret Client briefs
• understand and apply target audience
• Produce a work plan
• Produce visualisations for the products
• Identify assets and resources
Create and maintain a test plan
• Apply relevant legislation | R081 :

Revision and exam preparation | Learning Outcome 3: Be able to create interactive multimedia products
• Evidence of sourcing for assets
• creating and repurposing assets
• Storage of assets
• Interactive multimedia product structure
• interaction and playback controls
Saving and exporting relevant interactive multimedia products
• Version control

Learning Outcome 4: Be able to review interactive multimedia products
• Review interactive multimedia products
•Suggest improvement | Complete Coursework portfolio for all units R082, R087, R091

Preparation for Resit for R081 | | |
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