

Python programming with sequences of data

Media: animations

Data Science

Representations: going audiovisual

Cybersecurity

Introduction to python programming

Representations:

from clay to silicone

Computing systems

Media: Vector Graphics

From semaphores to the internet

Programming essentials: Part 2

Clear messaging in digital media

Using media to gain support for a cause

KS3

**3-year curriculum map**

Mobile app development

Programming essentials: Part 1