**Curriculum Overview**

|  | **Autumn** | **Spring** | **Summer** |
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| **Year 7**  **ICT** | * **Can You Keep Safe Online?**   + To understand real world implications of technology   + To understand how to create, reuse, revise, repurpose and reflect upon digital artefacts for a given audience. | * **Can Anyone Be An Entrepreneur?**   + To understand how to create, reuse, revise, repurpose and reflect upon digital artefacts for a given audience.   + To know the difference between primary and secondary research and how to conduct these.   + To know the different career paths involved with producing media products and the variety of skills involved | * **Can You Think Like a Computer?**   + To understand algorithms including writing algorithms in plain text, flowcharts and programming code. |
| **Year 8**  **ICT** | * **Can You Be Safe Online?**   + To understand real world implications of technology   + To understand how to create, reuse, revise, repurpose and reflect upon digital artefacts for a given audience. | * **Can Anyone Make a Website?**   + To understand how to create, reuse, revise, repurpose and reflect upon digital artefacts for a given audience.   + To know how to use search engines to find answers to questions including more advanced searching skills.   + To know the advantages and disadvantages of primary and secondary research and how these are conducted in the media industry. | * **Can A Business Be Ethical?**   + To understand how to create, reuse, revise, repurpose and reflect upon digital artefacts for a given audience.   + To know the difference between primary and secondary research and how to conduct these.   + To know the different career paths involved with producing media products and the variety of skills involved |
| **Year 9**  **ICT** | * **How Can We Be Cyber Secure?**   + To understand real world implications of technology | * **Can You Pitch a New Idea?**   + To understand how numbers and data are represented in computer systems   + To understand real world implications of technology   + To understand how to create, reuse, revise, repurpose and reflect upon digital artefacts for a given audience | * **Can You Think Like a Computer 2.0?**   + The ability to write programs in the correct syntax for a given language and be able to covert a written algorithm/flowchart into computer code to solve a problem   + • To understand algorithms including writing algorithms in plain text, flowcharts and programming code |
| **Year 10** | **NCFE Business & Enterprise**   * Entrepreneurship, business organisation and stakeholders * Marketing   **OCR Creative iMedia**   * Introduction to R094 Visual Identity and Digital Graphics NEA unit theory * Skills development - image editing and graphic creation * Practise R094 NEA * R094 NEA   **Edexcel Computer Science**   * Topic 1: Computational thinking – understanding of what algorithms are, what they are used for and how they work; ability to follow, amend and write algorithms; ability to construct truth tables * Topic 2: Data – understanding of binary, data representation, data storage and compression | **NCFE Business & Enterprise**   * Human Resources * Operations   **OCR Creative iMedia**   * R094 NEA * Skills development - sound and video editing and creation * Introduction to R097 Interactive Digital Media Products NEA unit theory * Practise R097 NEA   **Edexcel Computer Science**   * Topic 3: Computers – understanding of hardware and software components of computer systems and characteristics of programming languages * Topic 4: Networks – understanding of computer networks and network security | **NCFE Business & Enterprise**   * Business Enterprise and Growth * Finance   **OCR Creative iMedia**   * Practise R097 NEA * R097 NEA   **Edexcel Computer Science**   * Topic 5: Issues and impact – awareness of emerging trends in computing technologies, and the impact of computing on individuals, society and the environment, including ethical, legal and ownership issues. |
| **Year 11** | **NCFE Business & Enterprise**   * Finance Continued * External Environment * Business Planning * NEA Preparation   **OCR Creative iMedia**   * R097 NEA * Introduction to R093 - Creative iMedia in the Media Industry exam unit theory * R093 - Topic Area 1 - The Media Industry theory   **Edexcel Computer Science**   * Topic 5: Issues and impact – awareness of emerging trends in computing technologies, and the impact of computing on individuals, society and the environment, including ethical, legal and ownership issues | **NCFE Business & Enterprise**   * NEA   **OCR Creative iMedia**   * R093 - Topic Area 2 - Factors Influencing Design theory * R093 - Topic Area 3 - Pre-Production Planning theory * R093 - Topic Area 4 - Distribution Considerations theory   **Edexcel Computer Science**   * Topic 6: Problem solving with programming * Topic 4: Networks – understanding of computer networks and network security | **NCFE Business & Enterprise**   * Exam Preparation   **OCR Creative iMedia**   * R093 - Revision and exam technique   **Edexcel Computer Science**   * Topic 6: Problem solving with programming |