**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.
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| **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
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| **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
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| **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.
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| **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
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