		Year 6	Year 7	Year 8	Year 9	Year 10	Year 11	Year 12
COMPUTER SCIENCE	**Topic 1 : Problem Solving**	Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	7.3 Computational Thinking (Block Programming, Python Turtle, Sequencing instructions, Flowcharts)	8.4 Programming (Development of selection, iteration and logic in Python) 8.1 Games Development (Devleopment of a Games Engine)	9.1 A) Programming Text Adventure (Flowcharts, Psuedocode Development) 9.2 My Life Spreadsheet (Development of Formulas, Creating a Dashboard, Modelling Real World Problems)	1.1 Decomposition and Abstraction 1.2 Alogrithms 1.3 Truth Tables	1.1 Decomposition and Abstraction 1.2 Alogrithms 1.3 Truth Tables	Chapters 1 - 4 Learning to program effectively. Chapters 13 - 14 Planning and completing a programming project.
	Topic 2 : Data		7.3 Computational Thinking (Data Type and Constructs) 7.1 Computer Systems (Binary and data representation)	Lasting Learning (Binary Mathematics)	Lasting Learning (Hex) 9.4 Animation (Representation of Images and Sound)	2.1 Binary 2.2 Data Representation 2.3 Data Storage and Compression	2.1 Binary 2.2 Data Representation 2.3 Data Storage and Compression	Chapters 5 - 12 Foundations of Computer Science.
	Topic 3 : Computers		7.1 Computer Systems (Components of a Computer System and thier function, binary and data representation)	Lasting Learning (Data Representation, Cloud Computing)	9.1 C) GUI Development (UI Evolution)	3.1 Hardware 3.2 Software 3.3 Programming Languages	3.1 Hardware 3.2 Software 3.3 Programming Languages	Chapters 5 - 12 Foundations of Computer Science.
	Topic 4 : Networks	Understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration.	7.1 Computer Systems (Components of a Computer System and thier function)	8.2 Web Products (Internet Components and Function, Network Topographies)	Idea Award	4.1 Networks 4.2 Network Security	4.1 Networks 4.2 Network Security	Chapters 5 - 12 Foundations of Computer Science.
	Topic 5 : Issues and Impact	Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	7.1 Computer Systems (ESafety, Ethics)	8.1 Games Development (Video Games and Violence) Lasting Learning E - Safety	Idea Award 9.4 Animation (Controversy around Animation, Rotoscoping) Lasting Learning (Hack this site) E- Safety	5.1 Enviromental 5.2 Ethical and Legal 5.3 Cyber Security	5.1 Enviromental 5.2 Ethical and Legal 5.3 Cyber Security	Chapters 5 - 12 Foundations of Computer Science.
	Topic 6 : Problem Solving with Programming	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.	7.3 Computational Thinking (Block Programming, Python Turtle, Sequencing instructions, Algorithms)	8.4 Programming (Development of selection, iteration and logic in Python) 8.1 Games Development (Level Design working with Variables and Physics)	9.1 A) Programming Text Adventure (Development of Functions and Arrays)	6.1 Develop Code 6.2 Constructs 6.3 Data Types and Structures 6.4 Input Output 6.5 Operators 6.6 Subprograms	6.1 Develop Code 6.2 Constructs 6.3 Data Types and Structures 6.4 Input Output 6.5 Operators 6.6 Subprograms	Chapters 1 - 4 Learning to program effectively. Chapters 13 - 14 Planning and completing a programming project.
	1: Exploring User Interface Design Principles and Project Planning Techniques	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	7.1 Computer Systems (Hyperlinking, Presentation Software)	8.1 Games Development (GUI Title screen, On Screen control)	9.1 C) GUI Development (App Design and Development, Computational Abstractions)	A: Understand interface design for individuals and organisations B: Use project planning techniques to plan, design and develop a user interface C: Review a user interface		Unit 1 Digital Devices

ICT	**2: Collecting, Presenting and Interpreting Data**	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	7.1 Computer Systems (Hyperlinking, Presentation Software) 7.2 Digital Images and Advertising (Photoshop, Data Collection)	8.3 Theme Park (Marketing, Data collection and Anaylsis, Evaluation) 8.2 Web Products (Infographics)	9.2 My Life Spreadsheet (Development of Formulas, Creating a Dashboard, Modelling Real World Problems)		A: Understand how data is collected and used by organisations and its impact on individuals B: Create a dashboard using data manipulation tools C: Draw conclusions and review data presentation methods	Unit 2 Creating Systems to Manage Information
	3: Effective Digital Working Practices	Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	7.1 Computer Systems (Computer Use and Safe Practice)	8.2 Web Products (Encryption, Threats and Responses)	Lasting Learning (Modern Technologies)	A: Modern technologies B: Cyber security C: The wider implications of digital systems D: Planning and communication in digital systems	A: Modern technologies B: Cyber security C: The wider implications of digital systems D: Planning and communication in digital systems	Unit 11 Cyber Security and Incident Management
MEDIA STUDIES	**1: Exploring Media Products**	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	7.4 Film Making (Textual Analysis, Conventions, Codes)	8.1 Games Development (History and Debates)	9.1 B) Film Poster 9.3 Film Trailer (Film Trailer, Conventions, Codes, Textual Analysis)	A1 Media products, audiences and purpose	B1 Genre, narrative, representation and audience interpretation B2 Media production techniques	Component 1 - Media Products , Industries and Audiences . Component 2 - Media Forms and Products in depth
	2: Developing Digital Media Production Skills		7.4 Film Making (Shot Types, Angle and Direction, Editing and Post Production) 7.2 Digital Images and Advertsing (Photoshop)	8.4 Programming (Development of selection, iteration and logic in Python) 8.1 Games Development (Concept art, level desing, asset building, testing and debugging)	9.1 B) Film Poster 9.3 Film Trailer (After Effects, Premier Pro) 9.4 Animation (Animate CC)	A1 Practical skills and techniques C: Review own progress and development of skills and practices C1 Review of progress and development	B1 Pre-production processes and practices B2 Production processes and practices B3 Post-production processes and practices C: Review own progress and development of skills and practices C1 Review of progress and development	Component 3 - Cross Media Production
	3: Create a Media Product in Response to a Brief		7.4 Film Making (Pitch Development, Storyboarding)	8.4 Programming (Development of selection, iteration and logic in Python) 8.1 Games Development (Concept art, level desing, asset building, testing and debugging)	9.1 B) Film Poster 9.3 Film Trailer (Storyboarding, Scriptwriting)	A: Develop ideas in response to a brief B: Develop planning materials in response to a brief C: Apply media production skills and techniques to the creation of a media product	A: Develop ideas in response to a brief B: Develop planning materials in response to a brief C: Apply media production skills and techniques to the creation of a media product	Component 3 - Cross Media Production