		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.	Y7CS - Computational thinking Y7CS - EduBlocks	Y8CS - Python programming Y8TM - Gamemaker	Y9TM - App Development Y9CS - Python programming extended	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		Introduction task	Y8CS - Computer Systems	Retrieval Practice	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		Introduction task	Y8CS - Computer Systems	Y9TM - App Development	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.	Retrieval Practice	Y8CS - Computer Systems	Retrieval Practice	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.	Y7TM - Digital Citizenship	Retrieval Practice	Retrieval Practice	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.	Y7CS - EduBlocks	Y8CS - Python programming	Y9TM - App Development Y9CS - Python programming extended	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.
ICT	**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.	Y7TM - Digital Citizenship	Y8TM - Gamemaker	Y9TM - App Development	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
	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.	Retrieval Practice	Y8TM - Spreadsheets	Y9TM - Spreadsheets extended		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

MEDIA STUDIES	**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.	Y7TM - Digital Citizenship	Y8TM - 2D Animation Y8TM - Gamemaker	Y9TM - App Development	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
	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.	Y7TM - Digital graphics Y7TM - Video editing	Y8TM - 2D Animation Y8TM - Gamemaker	Y9TM - Film studies	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		Y7TM - Digital graphics Y7TM - Video editing	Y8TM - 2D Animation Y8TM - Gamemaker	Y9TM - Vector Drawings	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		Y7TM - Digital graphics Y7TM - Video editing	Y8TM - 2D Animation Y8TM - Gamemaker	Y9TM - App Development Y9TM - Vector Drawings	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