		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.	7.2 Computational Thinking	8.3 Programming 8.1 Games Development	9.1 C) Programming Text Adventure	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		7.2 Computational Thinking 7.1 Computer Systems	Lasting Learning	Lasting Learning	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	Lasting Learning	9.2 B) GUI 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.		8.2 Web Products	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		Idea Award	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.	7.2 Computational Thinking	8.3 Programming 8.1 Games Development	9.3 C) Programming Text Adventure	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**			8.1 Games Development	9.1 B) GUI Development	A: Investigate user interface design for individuals and organisations B: Use project planning techniques to plan and design a user interface C: Develop and 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.			9.3 My Life Spreadsheet		A: Investigate the role and impact of using data on individuals and organisations. 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		Lasting Learning	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**			8.1 Games Development		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	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.	7.3 Film Making	8.1 Games Development	9.1 A) Magazine Design 9.2 Film Trailer	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		7.3 Film Making	8.1 Games Development	9.1 A) Magazine Design 9.2 Film Trailer	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