	Autumn 1	Autumn 2	Spring 3	Spring 4	Summer 5	Summer 6
YEAR 7	**Introduction & E-Safety** Knowledge • Logins & Google Classroom • Improving students' awareness of e-safety issues, Skills • Developing presentation skills • Raising awareness of relevant safety topics	**Digital Promotion Skills** Knowledge • Using a range of software to create documents to promote a celebration event Skills • Spreadsheet & Publishing skills • Numeracy skills	**Computer Hardware** Knowledge • Peripherals and components introduction • Computer modelling Skills • Investigation & research • Applying computer modelling to other situations	**Algorithms** Knowledge • Sequencing of events • Exploring how algorithms are used in computing to solve problems Skills • Creating effective algorithms • Solving coding challenges	**Scratch programming** Knowledge • Scratch software skills • Motion, variables & levels Skills • Creating and testing a successful product • Debugging and correcting codes	**Digital graphics – Poster** Knowledge • Effective promotion using graphics • Image editing and publishing Skills • Producing a range of pre production documents • Creating a final product using image editing techniques
YEAR 8	**E-Safety Website** Knowledge • Further developing students' awareness of e-safety issues • Interactive website features Skills • Producing an effective website • Raising awareness of relevant safety topics	**Hardware** Knowledge • Peripheral and component specifications • Computer modelling Skills • Applying computer modelling to other situations • Investigating how to select components to build a PC	**App Design** Knowledge • Purpose of apps to make the world a better place • Careers in the IT Industry Skills • Designing and coding of an app • Debugging and correcting codes	**Digital graphics – DVD cover** Knowledge • Effective promotion using graphics • Further developing image editing • Wrap around designs and measurements for the final product Skills • Producing a range of preproduction documents • Creating a final product using image editing techniques	**Logic Gates** Knowledge • Binary, Logic gates, truth tables • Algorithms & Flowcharts • Number conversion in binary Skills • Numeracy skills • Flowchart creation skills	**Technology Trends** Knowledge • How technology has changed over time and the effects of ethical, social & legal matters Skills • Literacy skills • Researching and presenting
Year 9	**Cyber security** Knowledge • Computer misuse & scams • Protecting personal data & copyright Skills • Researching & investigating • Raising awareness of online dangers	**AI and impact** Knowledge • Introduction to AI • Ethics of AI and impact Skills • Discussion & Investigation skills • Debating skills	**Networks** Knowledge • Introduction to Networks • Internet and Encryption Skills • Compare, contrast & evaluate • Problem solving	**Python introduction** Knowledge • Strings, integers & variables • Selection & Iteration Skills • Developing programming skills Debugging and correcting codes	**Digital and Enterprise Unit** Knowledge • Online digital awareness (Blue) • Employability Skills (Green) • Digital Creativity (Orange) Skills • Developing knowledge of cybersecurity, safety and ethics • Investigation of workplace processes, tools and techniques • Creating products for the digital world	**Digital and Enterprise Unit** Knowledge • What makes a successful Entrepreneur (Purple) • Effective game design (Pink) • Independent learning (Teal) Skills • Organising ideas in business • Problem solving and money management • Developing clear design processes • Increasing resilience and independence as a learner while challenging themselves

KS4 Creative iMedia

	Autumn 1	Autumn 2	Spring 3	Spring 4	Summer 5	Summer 6
YEAR 10 - iMedia	**Introduction to iMedia** Knowledge • Introduction to R094 (Visual Identity) controlled assessment • Branding visual identities Skills • Ideas generation • Analysis of techniques	**R094 Planning** Knowledge • Planning the making of a final product Skills • Generating a range of pre-production documents	**R094 Making** Knowledge • Create an effective visual identity • Branding and house style Skills • Graphic design skills	**R094 Making** Knowledge • Editing assets to produce a final product as part of the course • Asset editing Skills • Creating a final graphic	**R094 Review** Knowledge • Completion of the controlled assessment ready for submission Skills • Review and improvement	**Exam Practice & R097 Introduction** Knowledge • Refresher of skills related to the exam unit ready for mocks in the summer • Student investigation and research ready for next controlled assessment Skills • Revision & research skills
YEAR 11 - iMedia	**R097 Planning** Knowledge • Analysing the task for R097 (Interactive Digital Media Website) • Creation of brand and planning documents Skills • Research, ideas generation & analysis	**R097 Planning** Knowledge • Gathering assets and further planning Skills • Making pre-production document such as moodboard and mind map • Evidence skills for asset table	**R097 Making** Knowledge • Editing assets to produce a final website as part of the course Skills • Asset editing • Creating the website	**R097 Making & Review** Knowledge • Review and improvement of the website Skills • Completion of the controlled assessment ready for submission	**Summer Exam** Knowledge • Exam preparation • Practice questions Skills • Revision and mastering of topics	

KS4 Computer Science

	Autumn 1	Autumn 2	Spring 3	Spring 4	Summer 5	Summer 6
YEAR 10 – Comp Science	**System Architecture** Knowledge • Performance and characteristics of the Central processor • Von Neuman Architecture • Embedded systems • Primary & Secondary Storage • Data storage and compression Skills • Investigation and review	**Algorithms** Knowledge • Computational thinking • Creating algorithms • Search and sort methods Skills • Correcting & completing algorithms • Refining and adjusting code	**Programming fundamentals** Knowledge • Variables • Sequencing, Selection & Iteration • String Manipulation • SQL database • Arrays Skills • Programming techniques	**Boolean Logic** Knowledge • Types of logic • Logic gates & Truth tables Skills • Interpreting & creating logic formulas	**System Software** Knowledge • Operating systems • Utility software • Encryption Skills • Defining and explaining each area	**Computer network, connections and protocols** Knowledge • Networks & Topologies • The internet & network protocols • Differentiating between network types Skills • Explaining different protocols and their purpose
YEAR 11 – Comp Science	**Network security** Knowledge • Malware & social engineering Skills • Identifying and preventing vulnerabilities • Understanding network threats	**Producing robust programs** Knowledge • Defensive design • Input validation • Sub programs Skills • Testing effectiveness of programs	**Programming Techniques & Integrated Development Environments** Knowledge • Compilers and interpreters Skills • Improving coding skills	**Ethical, legal and cultural environmental impacts of digital technology** Knowledge • Evaluating the impact of these topics on technology Skills • Review & Evaluation skills	**Summer Exam** Knowledge • Exam preparation • Practice questions Skills • Revision and mastering of topics	