Curriculum Overview - IT and Computing

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 7	Being safe and responsible in the digital world	Photoshop Skills	Algorithms using flow charts	Spreadsheet Skills	Hardware and Software Theory	Scratch/Edublocks/Flowcharts
Year 8	Being safe and responsible in the digital world	Photoshop Skills	Python Programming	Spreadsheets Skills	Laws and Technology	Cyber Security/ App Development
Year 9	Bitmap Images and Binary Numbers	Creating Comics and Characters	Spreadsheets Skills	Photoshop Skills and Augmented Reality		Hardware/Software Theory
Year 10 iMedia	Practise Skills for R094 - Visual Identity and Digital Graphics Media Skills and Knowledge		Practice Assignment for R094 - Visual Identity and Digital Graphics	R094 - Visual Identity and Digital Graphics Unit Completion	R094 -Visual Identity and Digital Graphics (unit Completion) / Skills for R095 - Characters and Comics	Skills for R095- Characters and Comics

Year 11 iMedia	Skills for R095- Characters and Comics Practice assignment/Completion of coursework assignment for R095 Characters and Comics	R093 - Creative iMedia in the Media Industry (Examination Unit)			N/A
Year 10 IT	Practice Skills for R060 - Data Manipulation using spreadsheets IT Knowledge and Skills	Practice Assignment for R060 - Data Manipulation using spreadsheets	R060 - Unit Completion	R060 - Unit Completion / Skills for R070 - Using Augmented Reality to present information	Skills for R070 - Using Augmented Reality to present information
Year 11 IT	Skills for R070 - Using Augmented Reality to present information Practice Assignment/Completion of coursework assignment for R070 - Using Augmented Reality to present information	R050 - IT in the Digital World (Examination Unit)			N/A
Year 10 Computer Science	Computer systems

1.1 Systems architecture
1.2 Memory and storage
1.3 Computer networks, connections and protocols
1.4 Network security
1.5 Systems software
1.6 Ethical, legal, cultural and environmental impacts of digital technology | Computational thinking, algorithms and programming

2.1 Algorithms
2.2 Programming fundamentals
2.3 Producing robust programs
2.4 Boolean logic
2.5 Programming languages and Integrated Development Environments | | | |

Year 12 Creative Digital Media Production	Unit 1 - Media Representations Unit 14 - Digital Magazine Production Unit 2 - Working in the Creative Media Industries	Unit 8 - Responding to a Commission Unit 6 - Media Campaigns Unit 4 - Preproduction Portfolio **(Exam Resits - Unit 1 Media Representations)**	
Year 13 - Information Technology	Unit 14 - Cybersecurity and Incident Management Unit 11 - IT Delivery Service	Unit 9 - IT Project Management Unit 12 - IT Technical Support and Management Unit 16 - Cloud Storage and Collaboration Tools Unit 19 - Internet of Things Unit 20 - Enterprise in IT	N/A