

We aim to develop students of ICT, Business and Computing who:

- Build a coherent framework that prepares them for the demands of Computing and IT in the world today;
- Benefit from a programme that supports progression into GCSE work while also incorporating wider skills and context to prepare for the world of work;
- Develop a love for the subject that is embedded into each and everyone one of our students' lives on a day-to-day basis.

Year 7						
Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topics	Introduction unit	Hardware/Software and Bebras challenge day	Photo editing and internet safety day	PowerPoint skills	Control systems	Scratch programming
Skills	Introduction to IT systems Software basics Email E safety Social media safety	Input/output devices Storage Role of the CPU Systems software Application software	Vector graphics Bitmap graphics Conveying meaning Effects and enhancements Adding text	Slide master skills Correct use of animations/transitions Navigation User interface design	Flowcharts Sequencing Sensors Subroutines Variables	Movement Lives and scoring Adding a new level Randomising Shooting and jumping Adding scores
Links	<p>NC: understand a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy; recognise inappropriate content, contact and conduct, and know how to report concerns</p> <p>NC: understand the hardware and software components that make up computer systems, and how they communicate with one another and with other systems</p>		<p>NC: to make appropriate use of data structures and develop modular programs that use procedures or functions</p> <p>NC: undertake creative projects that involve challenging goals</p> <p>NC: create, reuse, revise and repurpose digital artefacts for a given audience, with attention to trustworthiness, design and usability</p>		<p>NC: Design, use, and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems.</p> <p>NC: Use two or more programming languages, one of which is textual, to solve a variety of computational problems; make appropriate use of data structures such as lists, tables or arrays; design and develop modular programs that use procedures or functions.</p> <p>NC: Understand simple Boolean logic (such as AND, OR and NOT), and some of its uses in circuits and programming.</p>	
Cross Curricular links						
Year 8						
Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	Using computers safely and effectively	Networking and Bebras challenge day	App development and internet safety day	Python programming	Spreadsheet modelling	Website design

Skills	File management E Safety Social networking Keeping your data safe and secure Using email Searching the web	The internet LAN & WAN Wireless and wired Network performance Network security	Introduction to APP lab Event driven programming Error Detection in Programming Decomposition and User Driven Inputs Build an App with Block Programming	Python Introduction Repetition in Python User Inputs & Data Types Subroutines If Statements & Shapes Mathematical	Computer models Creating a financial model What if scenarios Conditional formatting Macros and charts	HTML CSS Design Development Development Creating a web form
Links	NC: Understand a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy; recognise inappropriate content, contact and conduct, and know how to report concerns NC: Understand the hardware and software components that make up computer systems, and how they communicate with one another and with other systems.		NC: Use two or more programming languages, at least one of which is textual, to solve a variety of computational problems		NC: Undertake creative projects that involve selecting, using, and combining multiple applications NC: Undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users NC: Create, reuse, revise and repurpose digital artefacts for a given audience, with attention to trustworthiness, design and usability	
Cross Curricular links						

Year 9 ("Students are on a rotation system")						
Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topics	Creative iMedia: Introduction to Digital Graphics – R082 1. Understand the purpose and properties of digital graphics 2. Be able to plan the creation of a digital graphic for a given purpose Key topics to be covered: <ul style="list-style-type: none"> Uses of digital 	Creative iMedia: 3. Be able to create a digital graphic Key topics to be covered: <ul style="list-style-type: none"> Source and create graphics Using tools and techniques Computer Science <ul style="list-style-type: none"> Python Programming Turtle in Python 				Students to start GCSE options. If no option is chosen from the faculty, students will spend their time working on one of the subjects within the area and continue to gain skills and knowledge. Business: Business Studies 1.4 Making the business effective Creative iMedia: Introduction to R087 – Interactive multimedia products Computer Science: Programming in Python - Creative Programming with Python Turtle

	<ul style="list-style-type: none"> graphics Types of digital graphics Design and layout Client requirements/planning of graphics <p>Computer Science:</p> <ul style="list-style-type: none"> Python Programming Turtle in Python Game Development <p>Business:</p>	<ul style="list-style-type: none"> Game Development <p>Business Studies - Developing a new cereal project</p> <p>Option rotation: all students will receive a taster session for each subject during the last 4 weeks of the half term.</p>				
Skills	<p>Creative iMedia</p> <p>Computing:</p> <ul style="list-style-type: none"> -Mathematics -Debugging -Algorithm design -Mathematics -Problem solving -Programming 	<p>Computing:</p> <ul style="list-style-type: none"> -Mathematics -Debugging -Algorithm design -Mathematics -Problem solving -Programming <p>Business:</p> <p>Qualitative skills including: calculations and interpretations from graph, charts and case studies</p>				
Links	<p>Computing:</p> <p>NC: understand simple Boolean logic and how numbers can be represented in binary.</p> <p>NC: understand how instructions are stored and executed within a computer system;</p>	<p>NC: use two or more programming languages, at least one of which is textual, to solve a variety of computational problems.</p> <p>1.1 & 1.2 Edexcel GCSE Business Studies Specification</p>	<p>1.1 & 1.2 Edexcel GCSE Business Studies Specification</p> <p>NC: understand the hardware and software components that make up computer systems, and how they communicate with one another and with other systems</p>	<p>NC: understand a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy; recognise inappropriate content, contact and conduct and know how to report concerns.</p>		
Cross Curricular links						