Year 7 Curriculum Plan

Topic Communicating Information – Term 1
Understanding and implementing how information is presented and processed using the correct application. Applications will be word and PowerPoint and will be formally assessed

Topic Computer I/O Devices – Term 2
Key Learning Points. To understand hardware & software requirements of an information system. Content will be the different forms of input & output devices and how they are used within the information systems.

Topic C.S Binary- Term 3
Key Learning Points: Understand the language that a CPU uses to convert and execute instructions from plain text to binary. Key areas – What is binary? Binary conversions, binary to denary and reverse from nibble to byte. This will be formally assessed.

Topic C.S Logic Gates – Term 4
Key Learning Points: Understand how the ALU calculates binary from a given input to an output. How logic gates are used in every day devices. This will be formally assessed.

Topic Control – Term 5
Key Learning Points. Control systems form part of everyday life and are usually managed in programme to control different systems. Flowol will; be reintroduced to fully understand how software can control a digitalised or electrical system. Practical test will be given.

Topic Scratch – Term 6
Key Learning Points. Programming language at year 7 will be in a form of block code. This will involve understand how a sequence of instructions lead to an outcome. Concepts will include variables, loops, and code debugging.

Year 8 Curriculum Plan

Topic – Hardware/ Software – Term 1 (CS)	**Topic – CS Term 2 (CS)**	**Topic Scratch – Term 3 (CS)**
Key Learning Points: More advanced understanding of how a CPU work, and how it control the hardware & software in a computer system. Topics covered: Different types of software – Utility, application and operating systems. Identify application to suit task ie PowerPoints for presentation. This will be formally assessed.	Key Learning Points: Binary conversion using up to a byte, logic circuits using logic gates, Hexadecimal conversion and binary addition. Data storage – understanding KB, GB, MB.	Key Learning Points: Scratch project using more advanced programming techniques and instructions. This will include efficient programming using variable, loops and various other coding techniques. Mathematical functions will be used such as polygons. This will be formally assessed in a 1 hour test.

Topic – Web design – Term 4 (imedia)	**Topic – Animation – Term 5 (IMedia)**	**Topic DTP (Imedia)**
Key Learning Points: Understand basic concepts of html, designing and creating a web site based upon a brief. This will combine a number of components to form a fully functioning website.	Animation concepts	DTP understanding and implementation

Year 9 Curriculum Plan

Topic – Animation Term 1 (imedia)
Key Learning Points: Understanding the concepts of the media industry, using industry standard software to design and create an animation for a specific audience. This will be assessed by creating a 30 sec advert using Serif Draw plus or another associated programme.

Topic – Graphic design – Term 2 (imedia)
Key Learning Points: Editing existing images and artefacts and optimise to suit the task – in this instance a magazine cover. Skills covered: File types. Pixelated, optimisation, Compression, export, file size using serif draw or Photoshop.

Topic – Computer Science – Term 3 (CS)
Key Learning Points: Advanced binary conversion using a number of different routes, this will include encryption and encryption keys, ASCII Code. This topic will continue into Term 4 This will be formally assessed.

Topic – Computer science (cont..) Term (CS)
Key Learning Points: Follow on from Term 3- . Which binary conversion method to use for a more efficient outcome. Binary subtraction introduced and more logic gates and circuits. This will be formally assessed.

Topic – Multimedia product – Term 5 (Imedia)
Key Learning Points: To use existing skills from term 1 & 2 to create a fully functioning multimedia product that meets a target audience from a brief. Include audio editing and creation. This will be assessed by creating a functioning multimedia product.

Topic Programming Python (CS)
Book 1 and 2 introduction to python .