

Year Group	Intent/Rationale	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 7	<p>In Year 7 pupils will develop their understanding of computing and digital publishing to meet the requirements of the National Curriculum. The chosen units aim to:</p> <ol style="list-style-type: none"> 1. Ensure that all pupils use technology safely. 2. Develop their understanding of instructions, logic and sequences. 3. They will learn to code and programme and understand lots of things in our daily lives require programming from washing machines to games. 4. Pupils will be introduced to using a computer to produce 3D models. They will create 3D models to space, move, resize, and duplicate objects. 	<p>Connectors</p> <p><u>Lesson One and Two</u></p> <p>This will be an introduction to Health and Safety whilst working on computers and Online Safety. Pupils will create a poster on working safely in a computer room and the importance of keeping passwords safe.</p> <p>Computer Technology</p> <p>In this unit pupils will learn about the developments in technology. To create a power point applying transitions and animations</p>	<p>Connectors</p> <p>Algorithms using Flowcharts and Logo control</p> <p>Pupils will develop sequences and steps to follow in order to solve problems. Pupils develop programming skills using logic and flowcharts.</p>	<p>Connectors</p> <p>Introduction to Online Safety</p> <p>This unit will be an introduction to online safety. Pupils will learn the necessary basic knowledge to use computers safely, effectively and responsibly, keeping personal information, learn what the term cyberbullying means. Pupils will learn about online risks and ways to overcome these.</p> <p>Create a movie to demonstrate safety risks and precautions.</p>	<p>Connectors</p> <p>Kodu</p> <p>In this unit pupils will create games through a visual programming language.</p>	<p>Connectors</p> <p>Google Sketchup</p> <p>Pupils will learn to effectively use Google Sketchup for 3D image design and 3D modelling.</p>	<p>Connectors</p> <p>Publishing</p> <p>Pupils will use Microsoft Publishing to create business documents such as a logo and poster.</p>

	<p>5. They will develop their digital publishing skills by using Microsoft packages such as Power point and Publisher to create simple business documents.</p>						
<p>Year 7</p>	<p>In Year 7 pupils will develop their understanding on the use of computers, digital publishing and computing. The chosen units aim to:</p> <ol style="list-style-type: none"> 1. Develop pupils’ knowledge on the use of digital devices through mouse control and keyboard skills. 2. Ensure that all pupils use technology safely. 3. Introduce them to instructions and simple programming through the use of Blue bots. 4. They will create stop-start animations to create 	<p>Developers</p> <p><u>Lesson One and Two</u></p> <p>This will be an introduction to Health and Safety whilst working on computers and Online Safety. Pupils will create a poster on working safely in a computer room and the importance of keeping passwords safe.</p> <p>Digital Painting</p> <p>Pupils will be building on mouse skills. They will use the mouse to open a program and</p>	<p>Developers</p> <p>Digital Writing</p> <p>In this unit pupils will become familiar with using a keyboard to enter, remove and apply simple formatting to text.</p>	<p>Developers</p> <p>Introduction to Online safety</p> <p>In this unit pupils will cover the necessary basic knowledge to use computers safely, effectively and responsibly, keeping personal information, learn what the term cyberbullying means. Pupils will learn about online risks and ways to overcome these.</p> <p>Create a movie to demonstrate safety risks and precautions.</p>	<p>Developers</p> <p>Blue Bots</p> <p>In this unit pupils will experiment with programming a Bee-Bot/Blue-Bot and learn how to give simple commands.</p>	<p>Developers</p> <p>Blue Bots</p> <p>In this unit pupils will experiment with programming a Bee-Bot/Blue-Bot and learn how to give simple commands.</p>	<p>Developers</p> <p>Pivot Animator</p> <p>In this unit pupils will learn to create story-based animations.</p>

	to story-based animations.	create simple pictures.					
Year 8	<p>In Year 8 pupils will develop their understanding of computing and digital publishing to meet the requirements of the National Curriculum. The chosen units aim to:</p> <ol style="list-style-type: none"> 1. Ensure that all pupils safely use social media platforms – a popular source amongst teenagers. 2. Introduce pupils to spreadsheets. They will begin organising data into columns and, format data to support calculations, and apply simple formulas. 3. To identify the types of information technology (IT) being used in the home and school. 	<p>Connectors</p> <p>Online Safety – Social Media In this unit pupils look at the risks of social media and online profiles to give pupils a better understanding and awareness of using social media. Pupils create a video advert including a camera recording.</p>	<p>Connectors</p> <p>Introduction to spreadsheets Explain how they could be used in everyday life. Learn about some of the features of excel. How to add formula and data into a spreadsheet</p>	<p>Connectors</p> <p>Hardware/Software/Operating Systems In this unit pupils will learn about hardware and software components and operating systems. Create a movie to demonstrate hardware and software knowledge.</p>	<p>Connectors</p> <p>Scratch In this unit pupils will create games through a visual programming language.</p>	<p>Connectors</p> <p>Web Design Pupils will create a website ‘about myself’ or ‘food restaurant’ using Rocket Cake.</p>	<p>Connectors</p> <p>Publishing Pupils will use Microsoft Publishing to create a logo and a magazine cover.</p>

	<p>Exploring the range of hardware and software used in in places such as schools, libraries, and hospitals.</p> <p>4. Allow pupils to identify what makes a good web page and use this information to design and evaluate their own website using RocketCake.</p> <p>5. They will develop their digital publishing skills by using Microsoft packages such as Power point and Publisher to create advanced business documents.</p>						
Year 8	<p>In Year 8 pupils will develop their understanding on the use of computers, digital publishing and computing. The chosen units aim to:</p> <ol style="list-style-type: none"> 1. Ensure that all pupils safely use social media platforms – a 	<p>Developers</p> <p>Online Safety – Social Media In this unit pupils look at the risks of social media and online profiles to give pupils a better understanding</p>	<p>Developers</p> <p>Scratch Junior In this unit pupils will learn new skills as they program their own interactive stories and games. They</p>	<p>Developers</p> <p>Hardware In this unit pupils will develop their understanding of digital devices, with an initial focus on inputs, processes, and outputs. They will then be introduced to hardware components and discover the benefits of connecting devices in a network.</p>	<p>Developers</p> <p>Photography Pupils will learn to recognise that different devices can be used to capture photographs and will gain experience</p>	<p>Developers</p> <p>Web Design Pupils will create a website ‘about myself’ or ‘food restaurant’ using Power point.</p>	<p>Developers</p> <p>Web Design Pupils will create a website ‘about myself’ or ‘food restaurant’ using Power point.</p>

	<p>popular source amongst teenagers.</p> <p>2. To identify the types of information technology (IT) being used in the home and school. Exploring the range of hardware in homes and schools.</p> <p>3. Allow pupils to identify what makes a good web page and use this information to design a simple interactive media product.</p> <p>4. Develop their understanding of instructions, logic and sequences through flowcharts and control.</p>	<p>and awareness of using social media. Pupils create a power point including videos and sound.</p>	<p>will use programming blocks to make characters move, jump, dance, and sing.</p>		<p>capturing, editing, and improving photos</p>		
Year 9	<p>In Year pupils will develop their understanding about media skills. The chosen units aim to:</p> <p>1. Pupils will learn the importance of understanding the client's requirements,</p>	<p>Connectors</p> <p>Pupils to develop a wide range of ICT skills based around a given business scenario</p>	<p>Connectors</p> <p>Video Creation Pupils will create a short movie including images and sound promoting a</p>	<p>Connectors</p> <p>Business Webpage Pupils will create a website importing images and created video. Pupils will include interactive features, transitions, animations, and advanced features of RocketCake.</p>	<p>Connectors</p> <p>Testing/Evaluation Pupils will reflect on strengths and weaknesses and evaluate the final business product.</p>	<p>Connectors</p> <p>Media Types Pupils will study media products from the following media forms:</p> <ul style="list-style-type: none"> • film • magazines 	<p>Connectors</p> <p>Media Types Pupils will study media products from the following media forms:</p> <ul style="list-style-type: none"> • film

	<p>planning, developing timeframes and deadlines, and the techniques involved in these processes.</p> <ol style="list-style-type: none"> Pupils will learn how to create short videos - they will be exposed to topic-based language and develop the skills of capturing, editing, and manipulating video. Pupils will learn to design graphics using vector graphic editing software. They will create a business website with a range of interactive features. They will develop their analytical and evaluation skills through the creation of their website. 	<p>Research and Plan Pupils will research and plan their ideas.</p> <p>3D Paint Pupils will create and edit images for a given business scenario. To explain a range of tools and techniques used to create and edit images.</p>	<p>business. To describe the tools and techniques used to create the video.</p>			<ul style="list-style-type: none"> video games. They will explore their genre, audience and narrative. 	<ul style="list-style-type: none"> magazines video games. They will explore their genre, audience and narrative. <p>They will closely analyse and compare media products in relation to relevant key social, cultural, historical and political contexts.</p>
Year 9 3CC	In Year 9 (Developers) pupils will develop their understanding of computing and digital publishing to meet the requirements of the	Developers Program a Floor Robot using a Tactile Reader	Developers Audacity – Audio Production	Developers Minecraft In this unit pupils will recognize, use and create	Developers Minecraft In this unit pupils will recognize, use	Developers WJEC Entry Level Award Preparation	Developers WJEC Entry Level Award Preparation

	<p>National Curriculum. The chosen units aim to:</p> <ol style="list-style-type: none"> 1. They will further develop their programming skills by using a tactile device. This requires them to consider a series of instructions. 2. Pupils will be introduced to audio production software and simple editing techniques. 3. Introduce pupils to Minecraft. They will use the gaming platform to develop creative, problem solving and planning skills. 	<p>In this unit pupils will program floor robots using a tactile reader. Pupils will plan and create a challenging obstacle course to maneuver the robot.</p>	<p>In this unit pupils will use Audacity to produce a podcast. They will create, edit, and add music tracks to their audio recording.</p>	<p>different types of skills. These can be categorised as:</p> <ul style="list-style-type: none"> • Creativity and innovation • Critical thinking and problem-solving • Personal effectiveness • Planning and organising 	<p>and create different types of skills. These can be categorised as:</p> <ul style="list-style-type: none"> • Creativity and innovation • Critical thinking and problem-solving • Personal effectiveness • Planning and organising 	<p>Presentation Software unit</p>	<p>Presentation Software unit</p>
<p>Year 9 3D</p>	<p>In Year 9 (Developers) pupils will develop their understanding of computing and digital publishing to meet the requirements of the National Curriculum. The chosen units aim to:</p> <ol style="list-style-type: none"> 1. They will further develop their programming skills by using a tactile 	<p>Developers Program a Floor Robot using a Tactile Reader In this unit pupils will program floor robots using a tactile reader. Pupils will plan and create a challenging</p>	<p>Developers Web Design Pupils will create a website about a ‘food restaurant’ using Power point.</p>	<p>Developers Web Design Pupils will create a website about a ‘food restaurant’ using Power point.</p>	<p>Developers Minecraft In this unit pupils will recognize, use and create different types of skills. These can be categorised as:</p> <ul style="list-style-type: none"> • Creativity and innovation 	<p>Developers WJEC Entry Level Award Preparation Presentation Software unit</p>	<p>Developers WJEC Entry Level Award Preparation Presentation Software unit</p>

	<p>device. This requires them to consider a series of instructions.</p> <p>2. Pupils will be introduced to audio production software and simple editing techniques.</p> <p>3. Introduce pupils to Minecraft. They will use the gaming platform to develop creative, problem solving and planning skills.</p>	<p>obstacle course to maneuver the robot.</p>			<ul style="list-style-type: none"> • Critical thinking and problem-solving • Personal effectiveness • Planning and organising 		
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By the end of KS3.....

Units of study at KS3 cover 3 key areas: physical computing, programming and creating media. Physical computing will allow pupils to develop their understanding of hardware and software components. Programming progresses through an increasing level of difficulty and device types. Pupils begin with producing simple media, progressing to professional business-like material.

Year Group	Intent/Rationale	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Y10	<p>The WJEC Entry Pathways Qualification in ICT Users will allow pupils to engage with learning and have their achievements formally recognised through Entry Level qualifications.</p> <p>Pupils will achieve an Entry Level 1 Award each term</p>	<p>Developers</p> <p>WJEC Entry Level Award <u>Preparation</u> Presentation Software unit</p>	<p>Developers</p> <p>WJEC Entry Level Award <u>Evidence Collection</u> Presentation Software unit</p>	<p>Developers</p> <p>WJEC Entry Level Award <u>Preparation</u> Using Word Processing Software unit</p>	<p>Developers</p> <p>WJEC Entry Level Award <u>Evidence Collection</u> Using Word Processing Software unit</p>	<p>Developers</p> <p>WJEC Entry Level Award <u>Preparation</u> Spreadsheet Software unit</p>	<p>Developers</p> <p>WJEC Entry Level Award <u>Evidence Collection</u> Spreadsheet Software unit</p>

	<p>they successfully complete a unit of learning. They will build up a portfolio of units to evidence their skills, knowledge, and experience.</p> <p>Their learning will cover key topics that are essential in society exposing and developing them to real life situations.</p>						
Y11	<p>The WJEC Entry Level 1 Award in ICT Users will allow pupils to engage with learning and have their achievements formally recognised through certification.</p> <p>Pupils will achieve an Entry Level 1 Award each term they successfully complete a unit of learning. They will build up a portfolio of units to evidence their skills, knowledge, and experience.</p> <p>Their learning will cover key topics that are essential in society exposing and developing them to real life situations.</p>	<p>Developers</p> <p>WJEC Entry Level Award Preparation Online Basics unit</p>	<p>Developers</p> <p>WJEC Entry Level Award Evidence Collection Online Basics unit</p>	<p>Developers</p> <p>WJEC Entry Level Award Preparation IT User Fundamentals unit</p>	<p>Developers</p> <p>WJEC Entry Level Award Evidence Collection IT User Fundamentals unit</p>	<p>Developers</p> <p>WJEC Entry Level Award Preparation Improvements or catch up to any outstanding work</p>	<p>Developers</p> <p>WJEC Entry Level Award Evidence Collection Improvements or catch up to any outstanding work</p>
Year 10	<p>The Pearson BTEC Level 1/Level 2 Tech Award in Creative Media Production belongs to the Department</p>	<p>Pearson BTEC Level 1/Level 2 Tech Award in Creative Media Production</p> <p><u>Recap and COMPONENT 1 COURSEWORK</u></p>	<p><u>Recap and COMPONENT 2 COURSEWORK</u> Pupils will develop and apply media pre-production processes, skills and techniques. They will develop and apply media production and post-</p>		<p><u>Component 3 Preparation</u> Pupils will apply and develop their planning and production skills and techniques to create a media product in response to a client brief.</p>		

	<p>for Educations KS4 approved qualifications.</p> <p>The Award gives pupils the opportunity to develop media knowledge and skills in a practical learning environment.</p> <p>The two coursework elements (Components) and exam are based around business scenarios allowing pupils to build their knowledge and awareness of business marketing and media production skills.</p>	<p>Pupils will Investigate media products. They will develop their understanding of how media products create meaning for their audiences. Pupils will examine existing products and explore media production techniques.</p>	<p>production processes, skills and techniques to create a media product.</p>	
<p>Year 11</p>	<p>The Pearson BTEC Level 1/Level 2 Tech Award in Creative Media Production belongs to the Department for Educations KS4 approved qualifications.</p> <p>The Award gives pupils the opportunity to develop media knowledge and skills in a practical learning environment.</p> <p>This will be the final examination component based around responding to a client brief including a business scenario. Pupils will begin the year with building their knowledge</p>	<p>Pearson BTEC Level 1/Level 2 Tech Award in Creative Media Production</p> <p><u>MOCK COMPONENT 3 EXAMINATION</u></p> <p>Pupils will respond to a client brief from previous years exam. This will form part of their revision and build upon their skills in using a range of software.</p>	<p><u>COMPONENT 3 EXAMINATION</u></p> <p>Pupils will demonstrate and apply media pre-production processes, skills and techniques. They will demonstrate and apply media production and post-production processes, skills and techniques to create a media product.</p>	<p><u>COMPONENT 3 EXAMINATION</u></p> <p>Pupils will apply and demonstrate their planning and production skills and techniques to create a media product in response to a client brief.</p>

	<p>and awareness of business marketing and media production skills. The actual exam component will be released in April.</p>			
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By the end of KS4.....

The WJEC Entry Level 1 – IT Users Award will boost pupils’ confidence, improve motivation and provide evidence, helping them to make progress onto their next steps of their learning journey.

The Pearson BTEC Level 1/Level 2 Tech Award in Creative Media Production qualification will help pupils to make more informed choices for further learning. The qualification will allow pupils to consider progression to study media at post-16 as a Level 3 vocational qualification.