

Year	Autumn	Spring	Summer
7	E-Safety • Cyber Bullying • Digital Footprints Office Skills • Email, Teams, etc. • Online Systems Use	E-Safety • Cyber Bullying • Digital Footprints Office Skills • Email, Teams, etc. • Online Systems Use Scratch • Block based visual programming language where students learn coding concepts and develop a game based around the classic PONG theme	E-Safety • Cyber Bullying • Digital Footprints Scratch • Block based visual programming language where students learn coding concepts and develop a game based around the classic PONG theme Photoshop • Image manipulation in the media and using skills learnt to create an image based on a given scenario
8	E-Safety • Body Image • Social Media	E-Safety • Body Image • Social Media	E-Safety • Body Image • Social Media

	Intermediate Computer Systems • Emails • Teams • Online Systems Use	Intermediate Computer Systems • Binary, Sorting Algorithms, Network Topologies, Computer Logic and Data Representation Gamemaker • Including a high level visual programming language where students learn coding concepts, basic scripting and develop a maze game of their own theme, similar to that of PAC MAN	Gamemaker • Including a high level visual programming language where students learn coding concepts, basic scripting and develop a maze game of their own theme, similar to that of PAC MAN
9	E-Safety • Grooming • Inappropriate Content • Messaging Python • Sequence • Selection • Iteration • String Manipulation	E-Safety • Grooming • Inappropriate Content • Messaging Python • Sequence • Selection • Iteration • String Manipulation Interactive Multimedia Products • Students design and create a product for a given scenario, including video, sound and animation	E-Safety • Grooming • Inappropriate Content • Messaging Interactive Multimedia Products • Students design and create a product for a given scenario, including video, sound and animation Photoshop • Image manipulation in the media and using skills learnt to create an image based on a given scenario

10	Unit R093 • Creative iMedia in the media industry • Students learn about the sectors, products and job roles that form the media industry Unit R094 • Visual identity and digital graphics • Students learn how to develop visual identities for clients • Applying the concepts of graphic design to create original digital graphics which incorporate your visual identity to engage a target audience • On completion of this unit, students will understand that identity is a vital component of any business, product, or brand • A visual identity communicates values and core principles to the consumer, user or customer • It makes a brand recognisable and helps sell a product or idea to a target audience • Logos, shapes, typography, colour theory and composition are all	Unit R093 • Creative iMedia in the media industry • Students learn about the sectors, products, and job roles that form the media industry • They will learn the legal and ethical issues considered and the processes used to plan and create digital media products • How media codes are used within the creation of media products to convey meaning, create impact and engage audiences • Students will learn to choose the most appropriate format and properties for different media products	Unit R093 • Creative iMedia in the media industry • Students learn about the sectors, products, and job roles that form the media industry • They will learn the legal and ethical issues considered and the processes used to plan and create digital media products • How media codes are used within the creation of media products to convey meaning, create impact and engage audiences • Students will learn to choose the most appropriate format and properties for different media products Unit R097 • Interactive digital media • Students learn to design and create interactive digital media products for chosen platforms • They will learn to select, edit, and repurpose multimedia content of different kinds and create the structure and
----	--	---	--

	used to generate visual identities which work across different platforms and media User interface and experience are key considerations in the design process		interactive elements necessary for an effective user experience
11	Unit R093 - Creative iMedia in the media industry - Students learn about the sectors, products and job roles that form the media industry - The legal and ethical issues considered - Processes used to plan and create digital media products - How media codes are used within the creation of media products to convey meaning, create impact and engage audiences - Students will learn to choose the most appropriate format and properties for different media products Unit R097 - Interactive digital media	Unit R093 - Creative iMedia in the media industry - Students learn about the sectors, products and job roles that form the media industry - Learn the legal and ethical issues considered - Processes used to plan and create digital media products - How media codes are used within the creation of media products to convey meaning, create impact and engage audiences - Students will learn to choose the most appropriate format and properties for different media products - On completion of this unit, students will understand that identity is a vital component of any business, product, or brand	Unit R093 - Creative iMedia in the media industry - Students learn about the sectors, products and job roles that form the media industry - Learn the legal and ethical issues considered - Processes used to plan and create digital media products - How media codes are used within the creation of media products to convey meaning, create impact and engage audiences - Students will learn to choose the most appropriate format and properties for different media products - On completion of this unit, students will understand that

	- Students learn to design and create interactive digital media products for chosen platforms - Will learn to select, edit and repurpose multimedia content of different kinds and create the structure and interactive elements necessary for an effective user experience - On completion of this unit, students will understand interactive digital media products are found across the media industry, in games, websites and apps, learning and knowledge-based systems, simulations and in commerce - At the heart of digital media products is a fusion of media rich content including text, images, sounds, video and animation - This content is combined with UX and UI design to create an immersive and engaging environment which can promote, educate, entertain, inform or influence	- A visual identity communicates values and core principles to the consumer, user or customer - It makes a brand recognisable and helps sell a product or idea to a target audience - Logos, shapes, typography, colour theory and composition are all used to generate visual identities which work across different platforms and media - User interface and experience are key considerations in the design process	identity is a vital component of any business, product, or brand - A visual identity communicates values and core principles to the consumer, user or customer - It makes a brand recognisable and helps sell a product or idea to a target audience - Logos, shapes, typography, colour theory and composition are all used to generate visual identities which work across different platforms and media - User interface and experience are key considerations in the design process Unit R097 - Interactive digital media - Students learn to design and create interactive digital media products for chosen platforms - Learn to select, edit and repurpose multimedia content of different kinds - Create the structure and interactive elements necessary for an effective user experience
--	--	---	--

Curriculum overview – ICT – Churchill