

Subject: Computing

Year	Content of the Curriculum	Additional Resources to aid Learning e.g. web links, guided reading
7	<p>Keyhero: Touch typing</p> <p>Microsoft Office: Students learn to use Word, PowerPoint and Publisher. Formatting, adding images, text and layout for different types of documents.</p> <p>E-Safety & online netiquette: Students learn all aspects of being safe online and the dangers of using social media and how to stay safe. They look at online scams and viruses. Students learn about the consequences of cyberbullying and how to report concerns.</p> <p>History of computing: Students are taught the history of computers. They then learn how a computer works looking at topics such as how a processor works, the main components of a computer and what part they play. They look at the different type of storage devices. Students study the different ways and applications in which modern technology is used.</p> <p>Minecraft Education & Makecode: Students learn about creating a 3D world and programming using Makecode. Allows the students to be creative and develop critical thinking and problem solving skills. Students learn about coordinates, variables, conditionals and functions.</p> <p>Python: Students will learn how to program using Python, using syntax, strings, variables, conditions, functions and loops.</p> <p>Topic project: Students are given a current topic and they will work independently to research, plan, create and evaluate a product from the given brief using the skills they have learnt this year.</p>	<p>Keyhero http://start.keyhero.com</p> <p>Office 365: https://www.office.com/</p> <p>Teach- ICT for resources: http://www.teach-ict.com/videohome.htm</p> <p>Coding resources: https://code.org/student</p> <p>Minecraft education: https://education.minecraft.net/</p> <p>Python: https://www.codecademy.com/learn/learn-python</p>
8	<p>Keyhero: Touch typing</p> <p>Data Representation: Students learn about different types of graphics and their properties. The different file types and where each could be used. Students also learn about sound files and how it gets transferring into binary.</p>	<p>Keyhero http://start.keyhero.com</p> <p>Office 365: https://www.office.com/</p>

	<p>With lessons on binary and converting into denary.</p> <p>HTML and Web design: Students learn how to create web pages using HTML and how to change the appearance of a website using CSS. Students are to then plan, design, create a website of their own using Dreamweaver.</p> <p>Spreadsheets and databases: Students are taught about Excel and how to use a spreadsheet. They will learn basic formulae up to more complex, including IF statements and VLOOKUPS. Students will be introduced to databases and how they can link with spreadsheets.</p> <p>MovieMaker: Students learn how to create a movie, cutting and editing scenes. They will also learn to add and edit sound imbedding it into their movie.</p> <p>How the internet works: Students will learn how the internet works, looking at the different types of connections and networks.</p> <p>Topic project: Students are given a current topic and they will work independently to research, plan, create and evaluate a product from the given brief using the skills they have learnt this year.</p>	<p>Teach- ICT for resources: http://www.teach-ict.com/videohome.htm</p> <p>Coding resources: https://code.org/student</p>
<p>9</p>	<p>Keyhero: Touch typing</p> <p>Animation: Students will learn about the different types of animation. Using Flash students will learn how to use sprites, add keyframes, to create a digital animation. They will research, plan, create and evaluate an animation for a given scenario.</p> <p>Hardware and Software of a computer: Students will learn about the different parts of a computer such as the CPU, RAM, ROM, what they look like and their purpose. Students will also learn how computers use binary code.</p> <p>Minecraft Education & Makecode: Students learn about creating a 3D world and programming using Makecode. Allows the students to be creative and develop critical thinking and problem solving skills. Students learn about coordinates, variables, conditionals and functions</p>	<p>Keyhero http://start.keyhero.com</p> <p>Office 365: https://www.office.com/</p> <p>Teach- ICT for resources: http://www.teach-ict.com/videohome.htm</p> <p>Coding resources: https://code.org/student</p> <p>Minecraft education: https://education.minecraft.net/</p>

	<p>Image editing: Students will learn about the different types of graphics, how to manipulate graphics using photoshop and Fireworks.</p> <p>Topic project: Students are given a current topic and they will work independently to research, plan, create and evaluate a product from the given brief using the skills learnt this year.</p>	
<p>10</p>	<p>BTEC Tech Award in Creative Media Production Vocational qualification made up of 3 components. Component 1-Exploring media products Students will learn about the sector and investigate media products across the following sub-sectors:</p>	<p>Exam Board Specification: https://qualifications.pearson.com/en/qualifications/btec-tech-awards/creative-media-production.html</p>
<p>11</p>	<ul style="list-style-type: none"> • audio/moving image (TV programmes, films, video shorts, animations, radio broadcasts) • publishing (newspapers, magazines, books, e-magazines, comics) • Interactive (websites, mobile applications, mobile games, video games, online games). <p>Component 2- Developing digital media production skills Students will develop technical skills and techniques in the chosen discipline(s) of audio/moving image, publishing and interactive.</p> <p>Component 3- Create a media product in response to a brief Students will apply digital skills and techniques by responding to a digital Media brief. This is the only externally assessed component.</p>	