

# ROAD MAP TO

# THE COMPUTING CURRICULUM

Progress to level 3 qualifications and A Levels such as:

- Level 3 Applied General Certificate in Art and Design
- Level 3 Certificate in Creative Craft
- Level 3 Technical Award in Interactive Media
- Other level 3 qualifications (including Advanced GCSE) in creative and media related subjects.

Study an Arts, Media and Publishing Qualification, such as Advanced GCSE in media at a College

Undertake an Apprenticeship in Arts, Media and Publishing

Use your qualifications to get a job



**HOMEWORK PROJECT:** Students will receive a formal project each term, which will encompass the topics covered during the term.



Formally moderated assessment of each Unit

## NCFE L2 Vocational Certificate in iMedia

Unit 3 – Development and Production of an Interactive Media Product  
Students will understand how to use appropriate software and hardware for the development and creation of an interactive media product and its assets.  
Unit 4 – Present and Promote an Interactive Media Product  
Learners will present and promote an interactive media product in the creative media industry.

Year  
11



Throughout KS4 students will, for homework, be required to undertake research into topics relevant to their current Unit of study



Formally moderated assessment of each Unit

Year  
10

## NCFE L2 Vocational Certificate in iMedia

Unit 1 – Investigate Interactive Media Production  
Students will experiment with interactive media products and understand the elements of the development process using hardware and software solutions.  
Unit 2 – Plan and Prepare an Interactive Media Product  
Students will produce a proposal and plans for an interactive media product meeting the requirements of a brief.



Students create a digital portfolio of topics studied in KS3



Topics covered in Year 9:

- Technologies of the future
- Using Photoshop and Animate
- Famous names in Computing
- Programming with Python

Students will be able to identify the technology that they have in their own homes and consider what might be available to us in 15 years' time, presenting their findings as a presentation, video or animation. They will learn about methods of data collection and be introduced to the concept of sequencing.

Year  
9



Assessment at the end of each topic

Year  
8

## Topics covered in Year 8:

- Basic computer theory including data collection
- Programming with Scratch, Fireworks and Flash
- Cryptography and coding
- Developing knowledge of Microsoft Excel

Students will learn simple Boolean logic [e.g. AND, OR and NOT] and some of its uses in circuits and programming; understand how numbers can be represented in binary, and be able to carry out simple operations on binary numbers



Assessment at the end of each topic



- Topics covered in Year 7:
- Using the school computer systems
  - eSafety
  - Creating a Web page with HTML
  - Creating a game using Kodu
  - Programming with Python
  - Understanding Microsoft Excel

Students learn how to use computer systems safely and securely. They will also be introduced to three programming languages and will design and develop simple programs.

Year  
7