

CURRICULUM PROGRESSION PATHWAYS SUBJECT: Computing HoD: Mr M Newman 2020-2021	Quality of Education: <i>Curriculum is planned and sequenced so that new knowledge and skills build on what has been taught before and leads towards a clearly defined end point.</i> Vision: <i>Our vision is to inspire programmers and software developers and prepare students for future technological advances in an ever changing world and to empower them with the skills to deal with real world problems and physical systems.</i>	
KS3	KS4 GCSE and (Level 2 NCFE)	Further Education and training, Careers
<p>Year 7 and Year 8 - 1 lesson per week</p> <p>Year 7:</p> <p>Knowledge:</p> <ul style="list-style-type: none"> ● Programming, algorithms and flowcharts ● E-Safety, Laws and Flash animation ● Spreadsheets ● Databases ● Hardware/Software <p>Year 8:</p> <p>Knowledge:</p> <ul style="list-style-type: none"> ● Algorithms/Programming ● Network Security ● Website Development ● Algorithms/Python ● Python Programming <p>Year 9:</p> <p>Knowledge:</p> <ul style="list-style-type: none"> ● Data Representation ● Binary ● Python programming 	<p>5 lessons per fortnight Interactive Media GCSE</p> <p>Year 10:</p> <p>Knowledge:</p> <p>Unit 1 Investigating a media product</p> <ul style="list-style-type: none"> - development, audience, technical aspects, design, content <p>Unit 2 Plan and prepare an Interactive Media product</p> <ul style="list-style-type: none"> - design brief, choice of product, platform, feedback and timescale <p>Unit 3 Development and production of a media product</p> <ul style="list-style-type: none"> - Software, hardware, creating the product, reviewing the product <p>Year 11:</p> <p>Knowledge:</p> <p>Unit 3 review</p> <p>Unit 4 Present and promote the product</p> <ul style="list-style-type: none"> - client needs, methods of presenting, promoting the product <p>Preparation for Creating the product</p> <p>Exam</p>	<p>This course can lead to a higher qualification in Interactive Media but supports a range of job opportunities.</p> <p>This gives technical experience in creating a media product which is a skill needed in a range of businesses.</p> <p>Computing, promoting, marketing, sales, TV, media, advertising, gaming and other technological fields</p>