Quality of Education: *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.*

SUBJECT: Computing CURRICULUM PROGRESSION PATHWAYS   HoD: MNN   2022-2023

KS3	KS4 GCSE and (Level 2 NCFE	Further Education and training, Careers

Year 7 and year 8 - 1 lesson per week
 	
Year 7:
 	
● Programming, algorithms and flowcharts
● E-Safety, Laws and Flash animation
● Spreadsheets
● Databases
● Hardware/Software
 	
Year 8:
 	
● Algorithms/Programming
● Network Security
● Website Development
● Algorithms/Python
● Python Programming
 	
Year 9:
 	
● Data Representation
● Binary
● Python programming
	5 lessons per fortnight
	Interactive Media GCSE
	Year 10:
	
	Unit 1 Investigating a media product
	  - development, audience, technical aspects, design, content
	Unit 2 Plan and prepare an Interactive Media product
	  - design brief, choice of product, platform, feedback and timescale
	Unit 3 Development and production of a media product
	  - Software, hardware, creating the product, reviewing the product
	
	Year 11:
	
	Unit 3 review
	Unit 4 Present and promote the product
	  - client needs, methods of presenting, promoting the product
	Preparation for Creating the product
	Exam
		This course can lead to a higher qualification in Interactive Media but supports a range of job opportunities.
		
		This gives technical experience in creating a media product which is a skill needed in a range of businesses.
		
		Interactive Media can support employment in computing, promoting, marketing, sales, TV, media, advertising, gaming and other technological fields.