

R087: Interactive Multimedia Products: An ongoing project where you create an interactive multimedia product in response to a client brief

Computing

R081 Exam in Pre-production documents



GCSE Computer Science = Green units

Cambridge Nationals in Creative iMedia = Blue units

Assessment in both courses is ongoing over the 2 years.

YEAR 11



KS4

YEAR 10



R084: Storytelling with a Comic Strip: An ongoing project where you create a comic strip in response to a client brief

R082: Creating Computer Graphics: An ongoing project where you create digital graphics in response to a client brief

R081: Pre-Production Documents: Learn how to professionally plan multimedia products

Data Protection Act: What rights do you have when companies store data about you? How is your data protected?

Computer Misuse Act: What is a hacker? What is a virus? What happens to those who break the law?

Copyright, Design and Patents Act: Are you allowed to use images you copy and paste from Google? What are your rights if you create something yourself?

Computer Crime

Representation of data

Photoshop/ Bridging work

Create your own website: Use the skills you learnt in Year 8 to develop your own website

Health and Safety Regulations: Computers can be bad for your health! Learn how to stay safe



Web design

Functions and subroutines: Increase efficiency by learning to create your own custom functions

Iteration: Learn how to make programs more efficient by implementing loops

Python project

YEAR 9

CSS: HTML tells a web browser what to display, CSS tells it how to display it e.g. what fonts and colours to use etc

Structure and layout: What makes a good web page? How are the best web pages structured?

Bitmap VS vector graphics: Learn about the 2 main types of graphics, and when to choose 1 over the other

Properties of graphics: Learn about image size, resolution, colour depth and meta-data

Logic Gates: Learn about AND, OR and NOT gates

Problem solving: Learn how to combine logic gates to solve problems



HTML Code: We will learn the language that underpins all web pages

Image theory

Boolean Logic

Web design

If statements: How can we make computers make decisions?

Operators: How can we make computers perform mathematical operation?

Data types: How can we write programs that will understand text, numbers and Boolean values?

Input and output: How can we give instructions to computers? How can we make computers give us feedback?

Truth tables: Learn how logic gates can be expressed in truth tables

Hardware

Input and output devices: Learn about a range of devices used for input and output

What is a computer? The 5 main types of component that make up all computer systems

Computational Thinking

Searching algorithms: What are the best ways to find data?

Sorting algorithms: What are the best ways to sort data?

Binary numbers: If computers can only understand 1s and 0s, how can it store text, pictures and sounds?

Scratch

Iteration: How to make code repeat itself



Binary numbers: What do all those 1s and 0s mean?

Abstraction: The world is complicated. How can we make it simpler?

KS3

E-Safety and Using Computers

Email: What is it? How do I use it?

Security: What makes an effective password?

Files and file systems: Where can I go on the school computer? How can I manage my files?

Rules for using computers: What are 'good' and 'not so good' uses of technology?

Welcome: Introduction to the school system and Google Classroom



YEAR 7

Assessment Point