

## Curriculum Overview – Computing

All children are entitled to a curriculum and to the powerful knowledge which will open doors and maximise their life chances. Below is a high-level overview of the critical knowledge children will learn in this particular subject, at each key stage from Y7 through to Y11 in order to equip scholars with the cultural capital they need to succeed in life. The curriculum is planned vertically and horizontally giving thought to the optimum knowledge sequence for building schema.

	Knowledge, skills and understanding to be gained at each stage		
	Cycle 1	Cycle 2	Cycle 3
<b>Year 7</b>	Digital literacy and e-safety Investigating how to use MS teams/One drive and list ways to keep safe online Hardware and Peripherals Investigate the hardware needed to build a PC system	Computational thinking Importance of writing clear instructions Image representation Investigating how images are made and what makes the quality differ	Programming techniques Looking at a textual based programming language vs graphical programming language Digital media Using design software to create images
<b>CEAIG</b>	<i>Careers in system support, Careers in software development and careers in programming</i>		
<b>Year 8</b>	Operating systems Investigating operating systems on PC's and mobile phones Binary Performing binary calculations	Digital media Using design software to create graphics Programming techniques - Intro to programming looking at python	Secondary storage devices Evaluating different categories of secondary storage devices Digital media Using design software to create images
<b>CEAIG</b>	<i>Careers in system support / software development, networking and hardware support</i>		
<b>Year 9</b>	Graphics & research of graphics Editing tools to create a suitable graphic. Report writing structure with the support of suitable referencing.	Graphics & research of graphics Editing tools to create a suitable graphic. Report writing structure with the support of suitable referencing.	Graphics & research of graphics Editing tools to create a suitable graphic. Report writing structure with the support of suitable referencing.
<b>CEAIG</b>	<i>Graphics designer, multimedia specialist</i>		
<b>Year 10</b>	R094 graphic creation: graphic research & planning of graphic.	R094 graphic creation: graphic creation & review of graphic	R094 graphic creation: graphic creation & review of graphic
<b>CEAIG</b>	<i>Production designer, creative director</i>		
<b>Year 11</b>	R095: Comics and characters Editing tools to create a suitable character and comic. Report writing structure with the support of suitable referencing.	R095 Comic and characters: comic and character research and planning <b>R093: Creative iMedia in the media industry</b> <i>Exam Revision and practice</i>	R095 Comic and characters: comic and character review <b>R093: Creative iMedia in the media industry</b> <i>Exam Revision and practice</i>
<b>CEAIG</b>	<i>Product developer, freelancer (multimedia)</i>		

