

Green: Core ICT (Years 7 and 8)

Blue: GCSE Computer Science (Years 9 and 10)

Yellow: Level 2 Creative iMedia (Years 9 and 11)

	Autumn 1								Autumn 2							Spring 1						Spring 2						Summer 1						Summer 2					
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
11	R085: <ul style="list-style-type: none"> • Dreamweaver • Fireworks • Assets • Layers • House style • Accessibility • Consistency • Advanced features 								R085: <ul style="list-style-type: none"> • Assignment brief • Research • Client requirements • Target audience • Plan final product • Create final product • Review final product • Feedback 							R092: <ul style="list-style-type: none"> • Clickteam fusion • Tutorials • Assets • Frames • Active objects • Conditions • Scoring • Exporting game 						R092: <ul style="list-style-type: none"> • Assignment brief • Research • Client requirements • Target audience • Plan final product • Create final product • Review final product • Feedback 																	
10	Algorithms: <ul style="list-style-type: none"> • Computational thinking • Abstraction • Decomposition • Algorithmic thinking • Searching algorithms • Sorting algorithms • Pseudocode • Flowcharts 								Programming Techniques: <ul style="list-style-type: none"> • Variables and constants • Data types • Program structures • Operators • String manipulation • Arrays • SQL • Subroutines 							Computational Logic: <ul style="list-style-type: none"> • Binary • Truth tables • Logic gates • Boolean operators • Arithmetic operators • Exponentiation • MOD • DIV 						Creating Programs: <ul style="list-style-type: none"> • Defensive design • Maintainability • Testing • Syntax and logic errors • Test data • Programming languages • Translators • IDE 						Data Representation: <ul style="list-style-type: none"> • Units • Numbers • Binary shifts • Check digits • Characters • Images • Sound • Compression 						Practical Programming Project: <ul style="list-style-type: none"> • Python • Planning • Success criteria • Analysis • Design • Development • Testing • Evaluation 					
9	R081: <ul style="list-style-type: none"> • Pre-Production • Mood board • Mind map • Storyboard • Visualisation diagram • Script • Purpose/use/content • Suitability 								R081: <ul style="list-style-type: none"> • File formats • Hardware • Software • Target audience • Client requirements • Primary sources • Secondary sources • Work plan 							R081: <ul style="list-style-type: none"> • Legislation • Health and Safety • Risk assessments • Copyright • Data Protection • Naming conventions • Version control • Extended writing 						R082: <ul style="list-style-type: none"> • Digital graphics • Purpose • Audience • File formats • Image properties • Design and layout • Pre-Production • Work Plan 						R082: <ul style="list-style-type: none"> • Assets • Legal restrictions • Resources • Fireworks • Magic wand tool • Transparency • Layers • File formats 						R082: <ul style="list-style-type: none"> • Assignment brief • Research • Client requirements • Target audience • Plan final product • Create final product • Review final product • Feedback 					
9	Python: <ul style="list-style-type: none"> • Programming • Algorithms • Print statements • User input • Calculations • Operands/operators • Data types • Variables 								Python: <ul style="list-style-type: none"> • Syntax/logic errors • If statements • While loops • For loops • Lists • Arrays • CSV files (read/write) • Functions 							Programming Techniques: <ul style="list-style-type: none"> • Variables and constants • Data types • Program structures • Operators • String manipulation • Arrays • SQL • Subroutines 						Algorithms: <ul style="list-style-type: none"> • Abstraction • Decomposition • Pseudo code • Flow diagrams • Search algorithms • Sort algorithms • Languages • IDE 						Data representation: <ul style="list-style-type: none"> • Units • Denary • Binary • Hexadecimal • Characters • Images/Sound • Compression • Logic gates/truth tables 						Producing robust programs: <ul style="list-style-type: none"> • Syntax/logic errors • Defensive design • Validation • Contingencies • Authentication • Misuse • Maintainability • Testing 					

Green: Core ICT (Years 7 and 8)

Blue: GCSE Computer Science (Years 9 and 10)

Yellow: Level 2 Creative iMedia (Years 9 and 11)

	Autumn 1								Autumn 2							Spring 1						Spring 2						Summer 1						Summer 2					
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
8	Fireworks: <ul style="list-style-type: none"> • Bitmap/vector images • Assets and legislation • Magic wand tool • Transparency • Layers • Effects 								Dreamweaver: <ul style="list-style-type: none"> • Websites • Banner and navigation bar • Layers • Accessibility • Consistency • Assets (images, videos) 							Python: <ul style="list-style-type: none"> • Print statements • User input • Calculations • Operands/operators • Variables • Syntax/logic errors 						Python: <ul style="list-style-type: none"> • If statements • While loops • For loops • Lists • CSV files (read/write) • Functions 						Data Representation: <ul style="list-style-type: none"> • Binary • Denary • Hexadecimal • ASCII • Images • Logic 						Project: <ul style="list-style-type: none"> • Scenario • Mind map • Mood board • Visualisation diagram • Hardware • Software 					
7	Introduction: <ul style="list-style-type: none"> • Baseline Test • Colmers Network • E-Safety • Computer Systems • Word • PowerPoint 								Spreadsheets: <ul style="list-style-type: none"> • Excel • Formulae • Graphs • Operands/operators • Formatting • Validation 							Scratch: <ul style="list-style-type: none"> • Sprite • Stage • Algorithms • Scripts • Movement • Correcting errors 						Scratch: <ul style="list-style-type: none"> • Broadcast • Operands/operators • Variables • Selection • Iteration • Testing/Feedback 						Flowol: <ul style="list-style-type: none"> • Control technology • Flow charts • Algorithms • Sequencing • Branching • Loops 						Flowol: <ul style="list-style-type: none"> • Inputs • Outputs • Sub routines • Variables • Simulation • Robotics 					