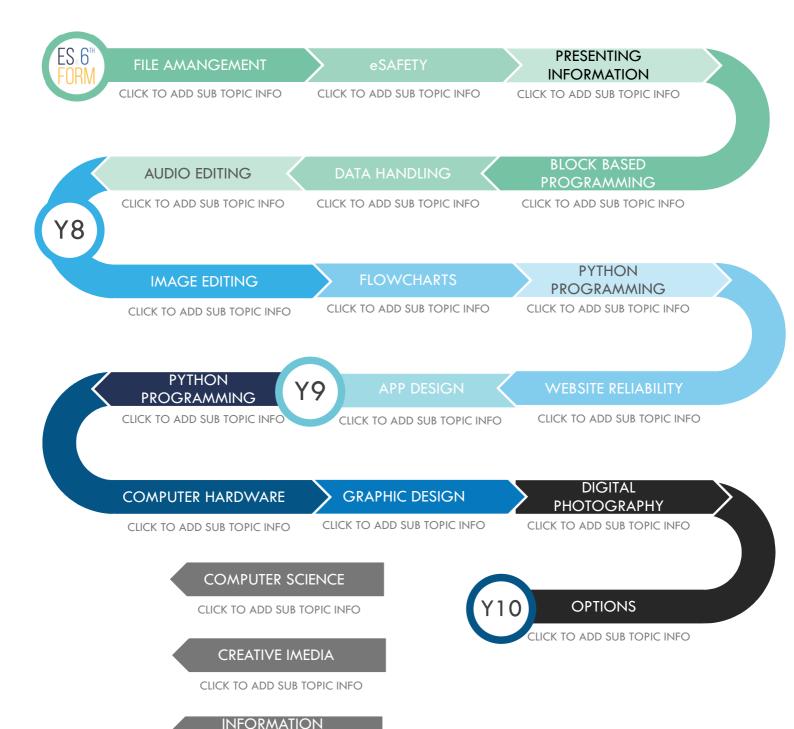
COMPUTING LEARNING JOURNEY

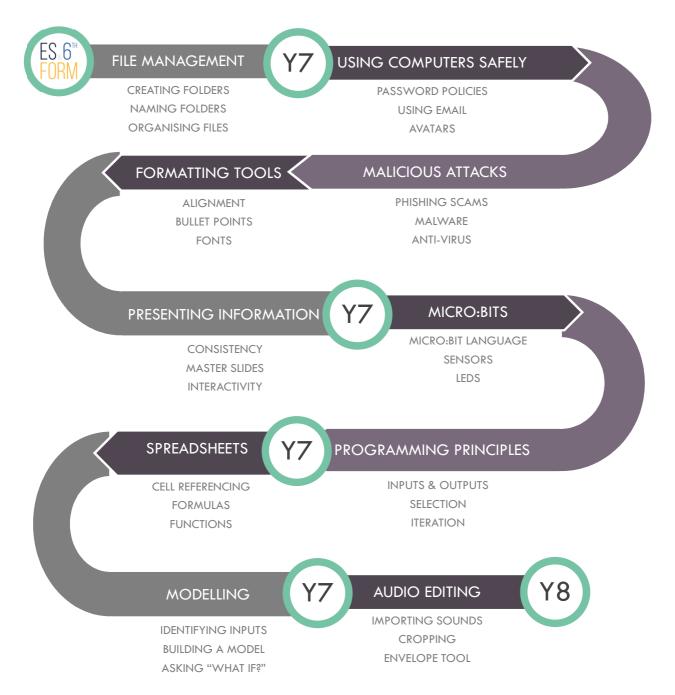


TECHNOLOGY

CLICK TO ADD SUB TOPIC INFO

Ready, Respectful, Responsible: Be the best you can be

YEAR 7 COMPUTING LEARNING JOURNEY



YEAR 8 COMPUTING LEARNING JOURNEY



FILE MANAGEMENT

Y8

PROJECT BRIEF

CREATING FOLDERS
NAMING FOLDERS
ORGANISING FILES

UNDERSTANDING A BRIEF
IDENTIFYING TARGET AUDIENCE
EVALUATING EXISTING PRODUCTS

ADJUSTING COLOUR

IMAGE EDITING TOOLS

SELECTIVE COLOUR LEVELS & CURVES FILTERS SELECTION TOOLS
TEXT EFFECTS
CLIPPING MASKS

CREATING DIGITAL GRAPHICS

Y8

PYTHON

CREATING ORIGINAL GRAPHICS
WORKING TO A BRIEF
SELF EVALUATION

READING CODE EDITING CODE DEBUGGING CODE

Y8 F

FALSE NEWS

Y8

PROGRAMMING PRINCIPLES

TYPES OF FALSE NEWS
PURPOSE OF FALSE NEWS
IDENTIFYING FALSE NEWS

INPUTS & OUTPUTS
SELECTION
ITERATION

APP DESIGN

APP CREATION

Y9

TYPES OF APP
USER INTERFACE
TYPES OF INTERACTION

CREATING SCREENS
PROGRAMMING INTERACTION
EVALUATING EFFECTIVENESS

YEAR 9 COMPUTING LEARNING JOURNEY



FILE MANAGEMENT

CREATING FOLDERS
NAMING FOLDERS
ORGANISING FILES

Y9

PYTHON PROGRAMMING

READING CODE EDITING EXISTING PROGRAMS KEY CONSTRUCTS

ITERATION

FOR LOOPS WHILE LOOPS DATA TYPES

SELECTION

IF & ELIF STATEMENTS
INEQUALITIES
RANDOM NUMBER GENERATION

PROGRAMMING PROJECTS

UNDERSTANDING REQUIREMENTS
DESIGNING SOLUTIONS
TESTING SOLUTIONS

Y9

HARDWARE

PROCESSORS MEMORY STORAGE

IMAGE EDITING

ADVANCED SELECTION TOOLS
USING MASKS
ADVANCED TECHNIQUES

Y9

Y9

MODELLING

FORMULAS & FUNCTIONS
DATA VALIDATION
VLOOKUP

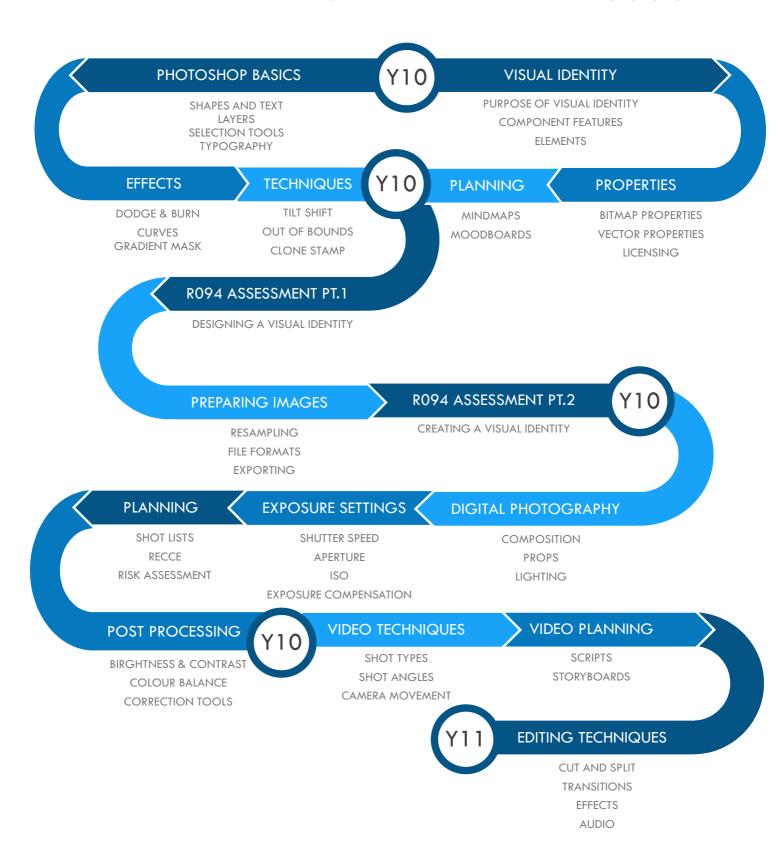
GRAPHIC DESIGN

UNDERSTANDING A BRIEF CREATING GRAPHIC PRODUCTS EVALUATING AGAINST A BRIEF

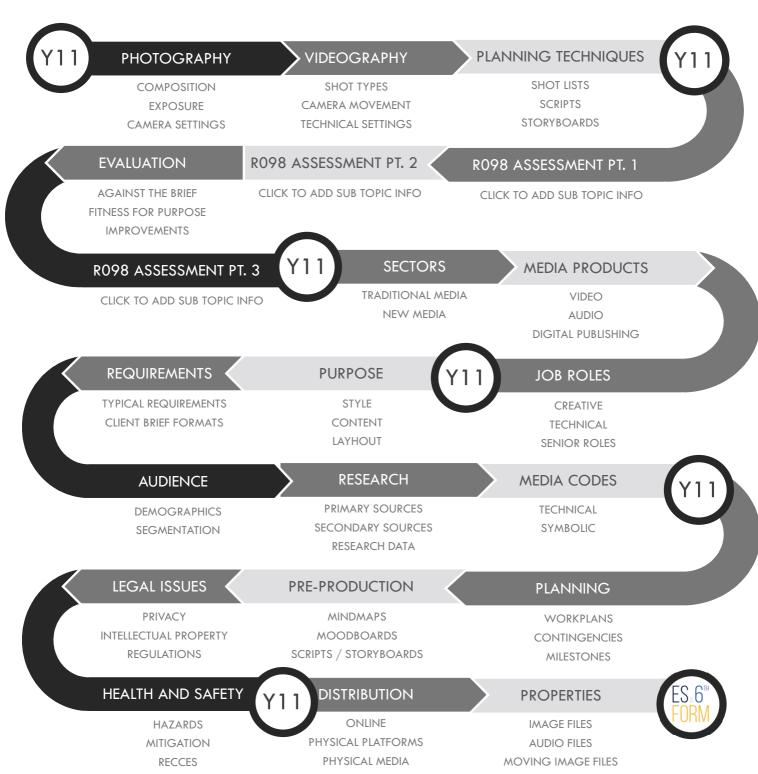
DIGITAL PHOTOGRAPHY

COMPOSITION TYPES OF CAMERA EXPOSURE SETTINGS Y10

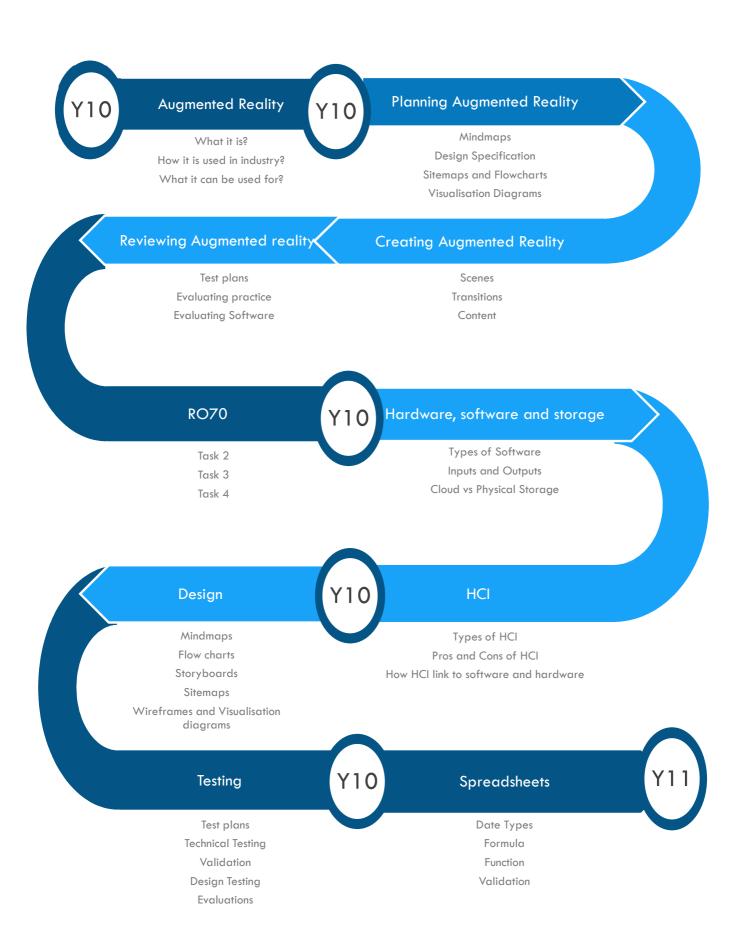
YEAR 10 IMEDIA LEARNING JOURNEY



YEAR 11 IMEDIA LEARNING JOURNEY

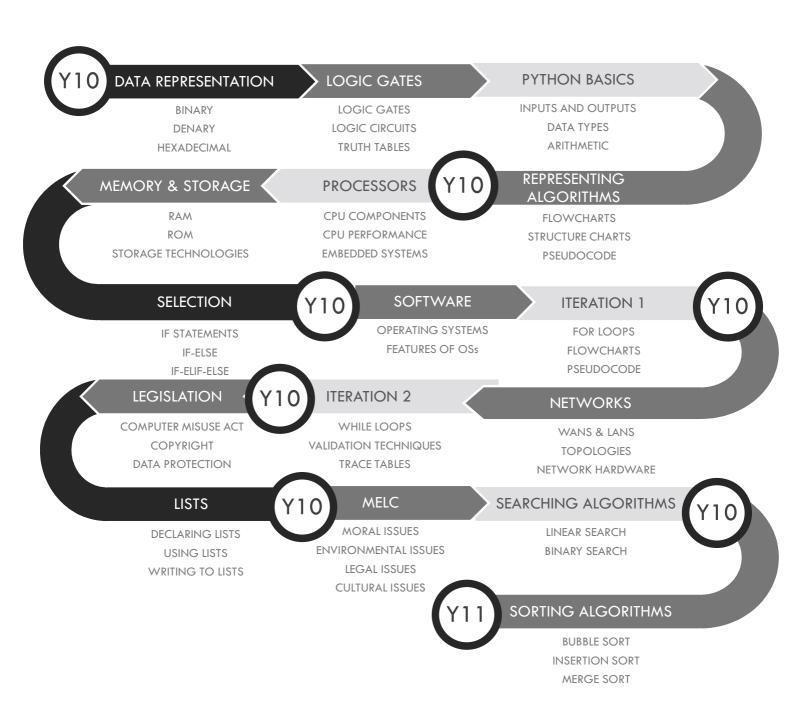


YEAR 10 IT LEARNING JOURNEY

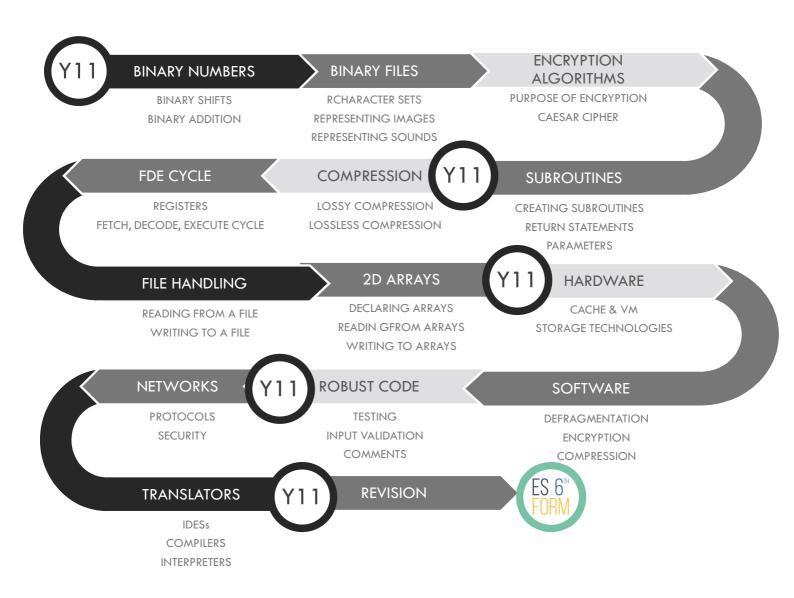


Ready, Respectful, Responsible: Be the best you can be

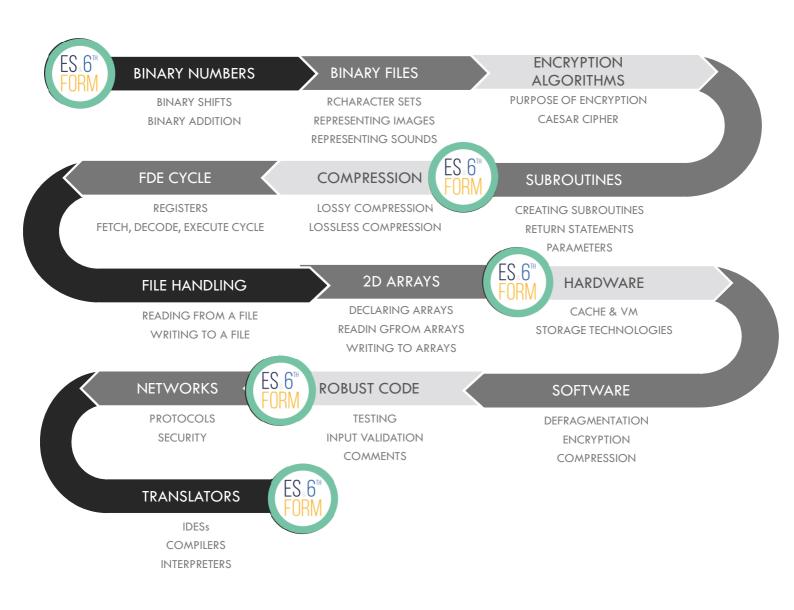
YEAR 10 COMPUTER SCIENCE LEARNING JOURNEY



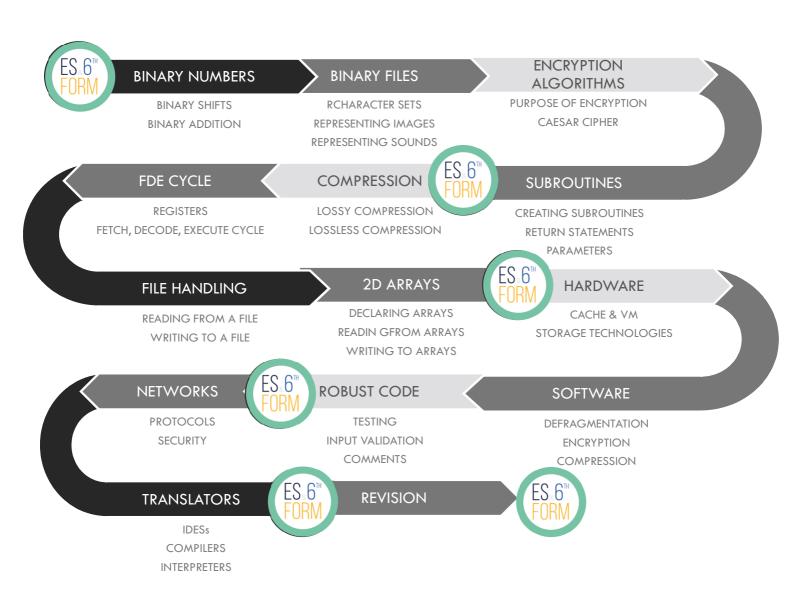
YEAR 11 COMPUTER SCIENCE LEARNING JOURNEY



YEAR 12 COMPUTER SCIENCE LEARNING JOURNEY



YEAR 13 COMPUTER SCIENCE LEARNING JOURNEY



YEAR 12 BTEC IT LEARNING JOURNEY

UNIT 1: INFORMATION SYSTEMS (EXAM)

ES₈6



HARDWARE

SOFTWARE

NETWORKS & INTERNET

INPUT, OUTPUT & STORAGE SERVERS

ACCESSIBILITY DEVICES

USER REQUIREMENTS
PROPRIETARY SOFTWARE
OPERATING SYSTEMS

WIRED VS WIRELESS
TOPOLOGIES
ENCRYPTION & VPNs

MORAL FACTORS

IMPLICATIONS OF ICT

DATA FLOW DIAGRAMS

ETHICAL USE OF ICT ENVIRONMENTAL UNEQUAL ACCESS FACTORS TO CONSIDER EVALUATING IN BUSINESSES

STRUCTURE
ANNOTATIONS
DEVICES

SECURITY

THIRD PARTY



RESTRICTING ACCESS
ENCRYPTION
VIRUSES & MALWARE

BENEFITS & LIMITATIONS

CUSTOMER EXPERIENCE

IMPACT ON STAKEHOLDERS

UNIT 3: SOCIAL MEDIA (COURSEWORK)



DEVELOPMENTS IN SOCIAL MEDIA

RISKS & ISSUES

USES OF SOCIAL MEDIA

FEATURES, STRUCTURE, TARGET AUDIENCE

SECURITY
NEGATIVE COMMENTS

CONTENT, HASHTAGS, RELATIONSHIPS

BUILDING A

COMMUNITY

POLICY ES 6

BUSINESS REQUIREMENTS

PROMOTIONAL TECHNIQUES

MONITORING STREAMS

RESPONDING TO QUERIES

PHILOSOPHY ETHICAL LEGAL

DIRECT & INDIRECT ADVERTISING
DEVELOPING CONTACTS

CREATE CAMPAIGN CONTENT

CUSTOMISATION AND CONFIGURATION OPTIMISATION

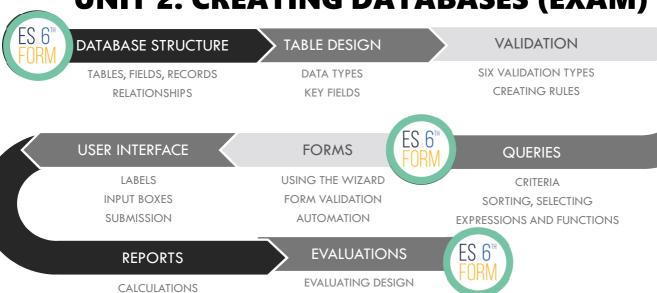
DATA GATHERING & ANALYSIS

COMPARISON OF INTENDED
AUDIENCE
LEVELS OF INTERACTION



YEAR 13 BTEC IT LEARNING JOURNEY

UNIT 2: CREATING DATABASES (EXAM)



UNIT 5: CREATING SPREADSHEET (COURSEWORK)

EVALUATING FUNCTION

FITNESS FOR PURPOSE/AUDIENCE

LAYOUT AND DESIGN

