

1

**Welcome To ICT**

An Introduction to the School ICT Network procedures, expectations and health & safety

2

**Digital Literacy**

Introducing students to E-safety, Cyber Security and the concept of navigating the "online world".

3

**IDEA Award (BRONZE)**

An online, interactive platform. Students complete badges that earn points that then when totalled issue a Bronze / Silver certification. The certificate is recognised by Colleges and Universities.

4

**Understanding Computers**

Students learn the basics of computer devices (the 4 processes that need to be met), Diverse types of computers that they interact with daily and their uses, Computer Components, Computer Peripherals, The responsible use of (Health and Safety).

5

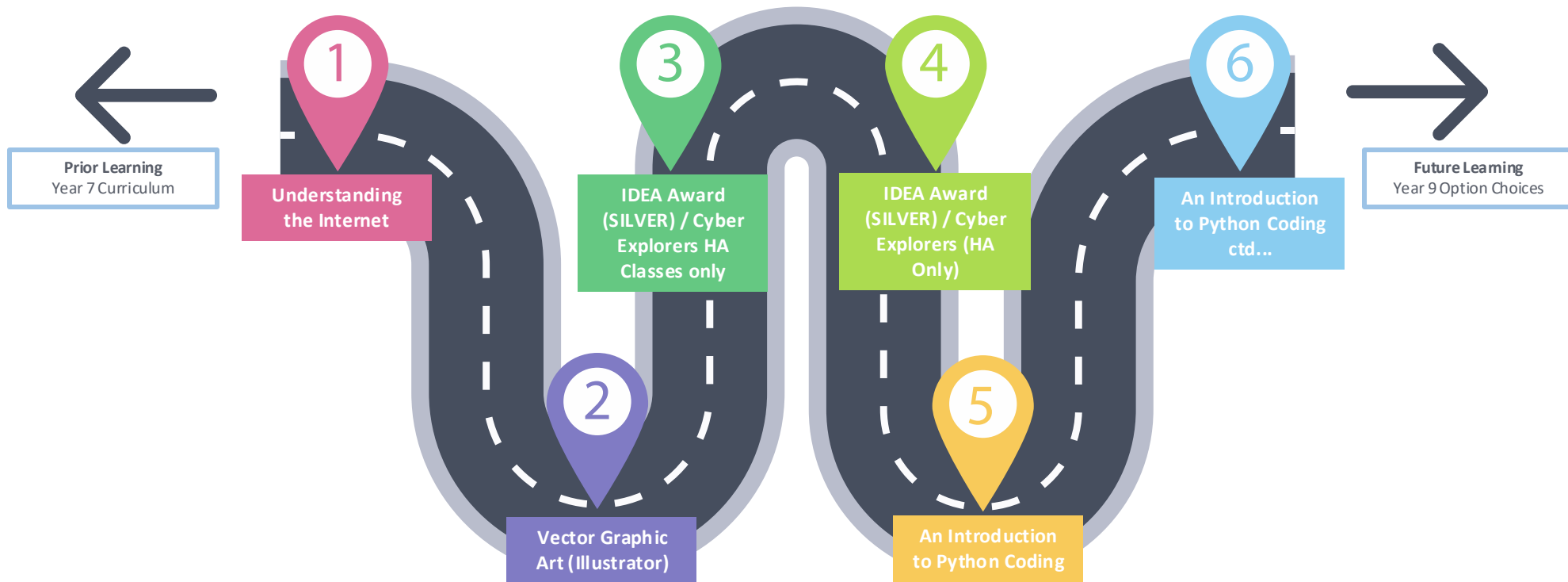
**Image Editing (Photoshop)**

Students will learn the process of editing and manipulating images (and the Ethical considerations .) using the Adobe Photoshop. Students will then make improvement and manipulate their own images.

6

**Coding Concepts (Code.org)**

Students learn the fundamentals of programming by completing lesson tasks that will create a functioning working p block program. They will develop problem-solving skills by working through different ability challenges.



1

### Understanding the Internet

Students learn the origins, development and use of the Internet and World Wide Web.

From the very beginning to its' use in society

2

### Vector Graphic Art (Illustrator)

Students learn about vector images, understanding their format. Introduced to new software, Adobe Illustrator Software. Then create a variety of images from a project brief.

3

### Understanding Binary

Students learn the binary system (0's and 1's). Understand why we use binary and how a computer reads and manipulates binary code to run programs, create images and send information.

4

### IDEA Award (SILVER) / Cyber Explorers (HA Only)

**IDEA Award:** an online, interactive, immersive platform that has a reward system.

Students' complete badges that earn points that will earn them a Silver certification.

**Cyber Explorers:** an online, interactive, platform that seeks to enable students learn skills that are linked to real world technological situations.

5

### An Introduction to Python Coding

Students learn the basic concepts of the coding language Python. Learning to understand the coding concepts and write basic Python programs.

6

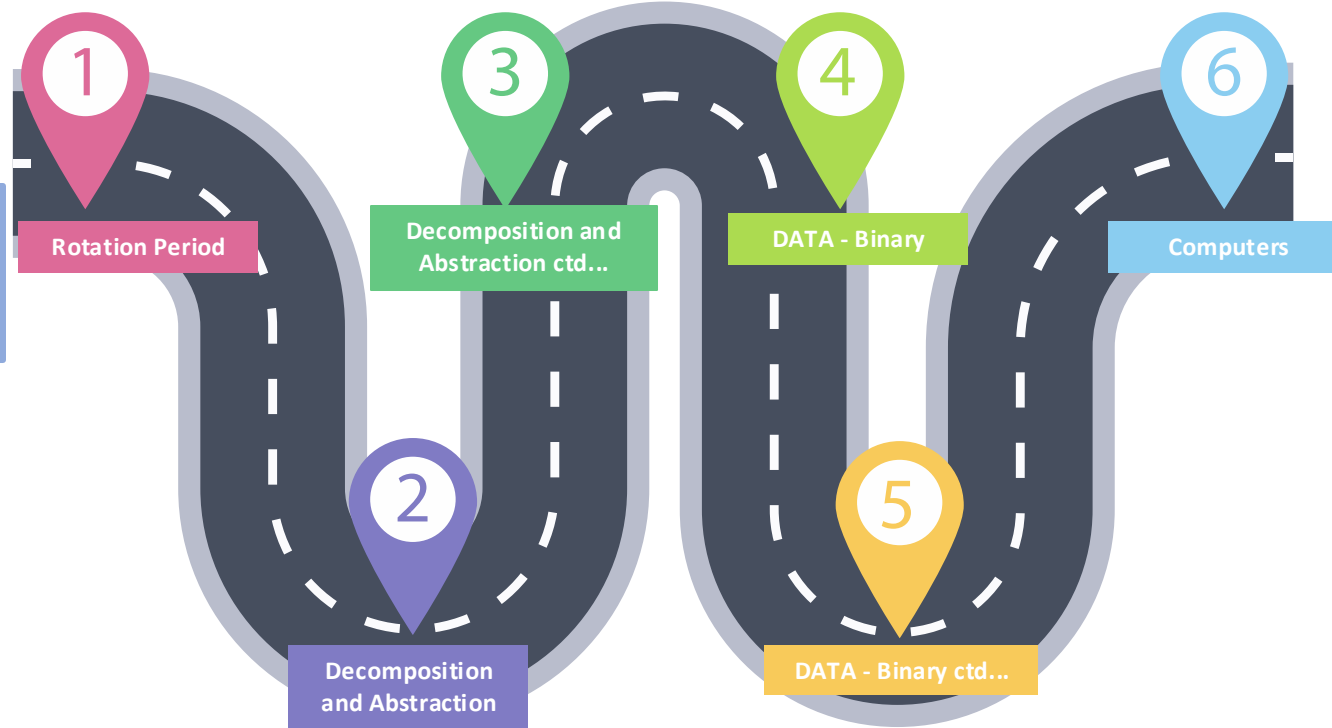
### An Introduction to Python Coding ctd...

Students will continue to learn the basic concepts of the coding language Python.

Revisit iDEA Award to finish off outstanding badges and complete the Silver Certification.



- Prior Learning**
- Year 7 Understanding Computers
  - Year 7 Image Editing Project
  - Year 8 Understanding the Internet
  - Year 8 Vector Graphic Art Project



- Future Learning**
- Year 10 Continuation of Course Topics



**Rotation Period**

EDEXCEL Computer Science

Students are given a 'taste' of what will be covered in the GCSE Computer Science Curriculum. Being introduced to the different topics to be covered and an introduction to the Python Coding Language.



**Decomposition and Abstraction**

Students learn what algorithms are, Understand what algorithms are used for and how they work to complete a task or computer program. Students will be able to follow, amend and write algorithms;  
Able to construct truth tables.



**Decomposition and Abstraction ctd...**



**DATA - Binary**

Students learn binary, Denary, Hexadecimal. Understand data representation (text, images and sound) Understanding data storage and compression (formats, Specific components, dealing with memory recording)

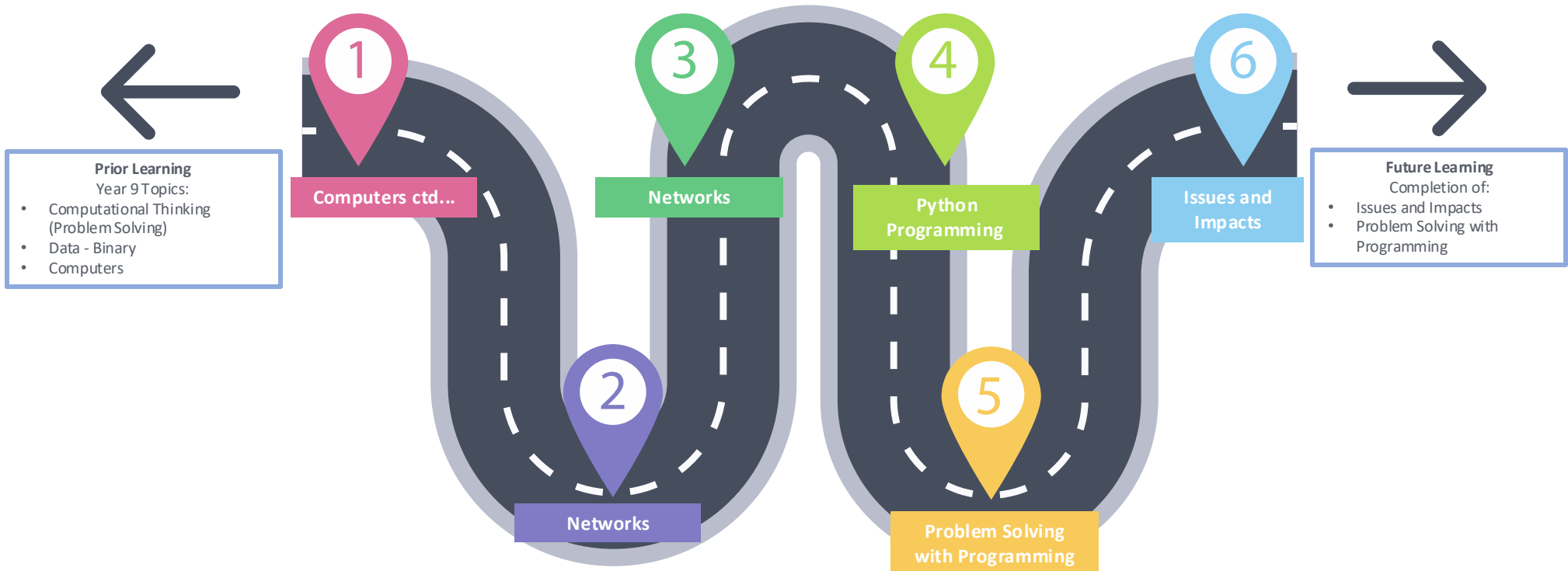


**DATA - Binary ctd...**



**Computers**

Students learn the difference between hardware and software. The Architecture of the computer system. Continuation from Unit B 'Data', general components of computer systems Know the characteristics of programming languages (High Level, Low Level, Machine Level)



**Prior Learning**  
Year 9 Topics:

- Computational Thinking (Problem Solving)
- Data - Binary
- Computers

**Future Learning**  
Completion of:

- Issues and Impacts
- Problem Solving with Programming

1

**Computers ctd...**

Students learn the difference between hardware and software. The Architecture of the computer system.  
Continuation from Unit B 'Data', general components of computer systems  
Know the characteristics of programming languages (High Level, Low Level, Machine Level)

2

**Networks**

Students learn about the different computer networks used at home and in a business environment (types of topologies and layout). Understand the threats to network security and have / know the measures required to help secure networks from threats.

3

**Networks**

4

**Python Programming**

Continued learning of Code development using Python.

5

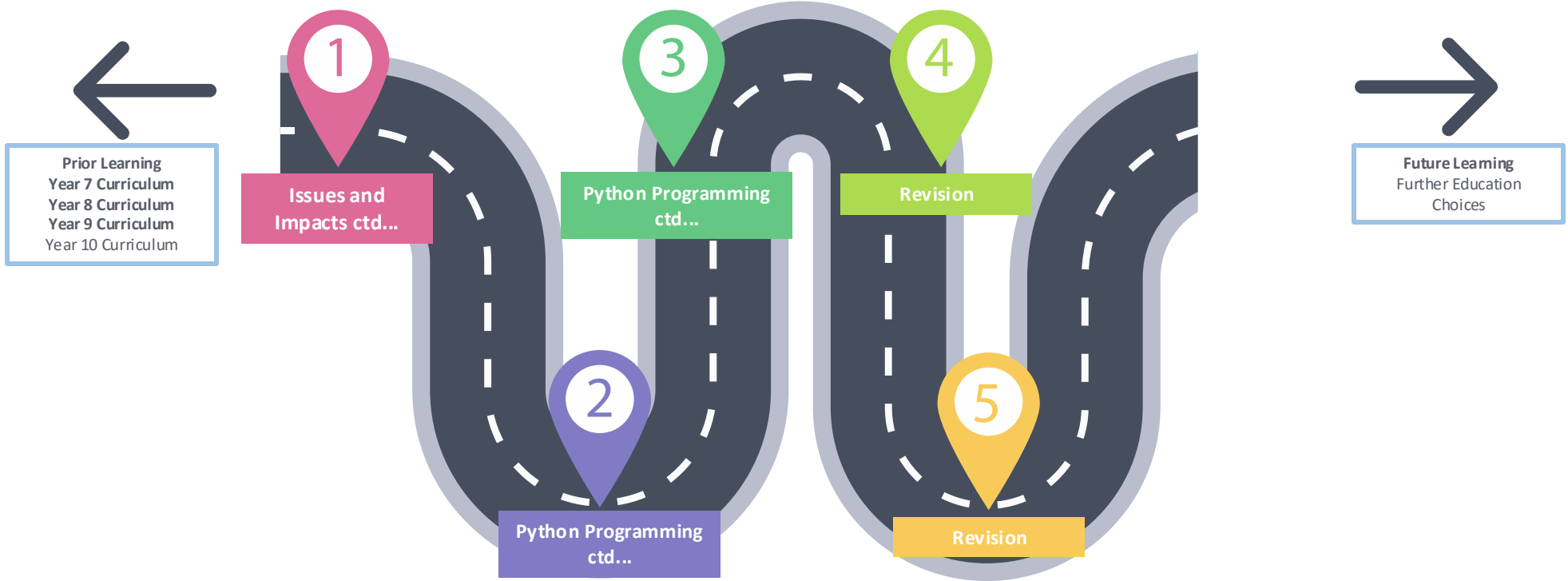
**Problem Solving with Programming**

Students will learn the common coding errors that occur during writing programs.

6

**Issues and Impacts**

Students learn the impacts that technologies have on the environment.



1

**Issues and Impacts ctd...**

Students learn the ethical, legal and ownership issues surrounding technology, data and privacy.

2

**Python Programming ctd...**

Students will continue to learn the main functions of Python Programming required to fully access Paper 2 of the course

3

**Python Programming ctd...**

4

**Revision**

Students will go back over the previous topics:

- Computational Thinking (Problem Solving)
- Data – Binary
- Computers

5

**Revision**

Students will go back over the previous topics:

- Networks
- Issues and Impacts
- Problem Solving with Programming



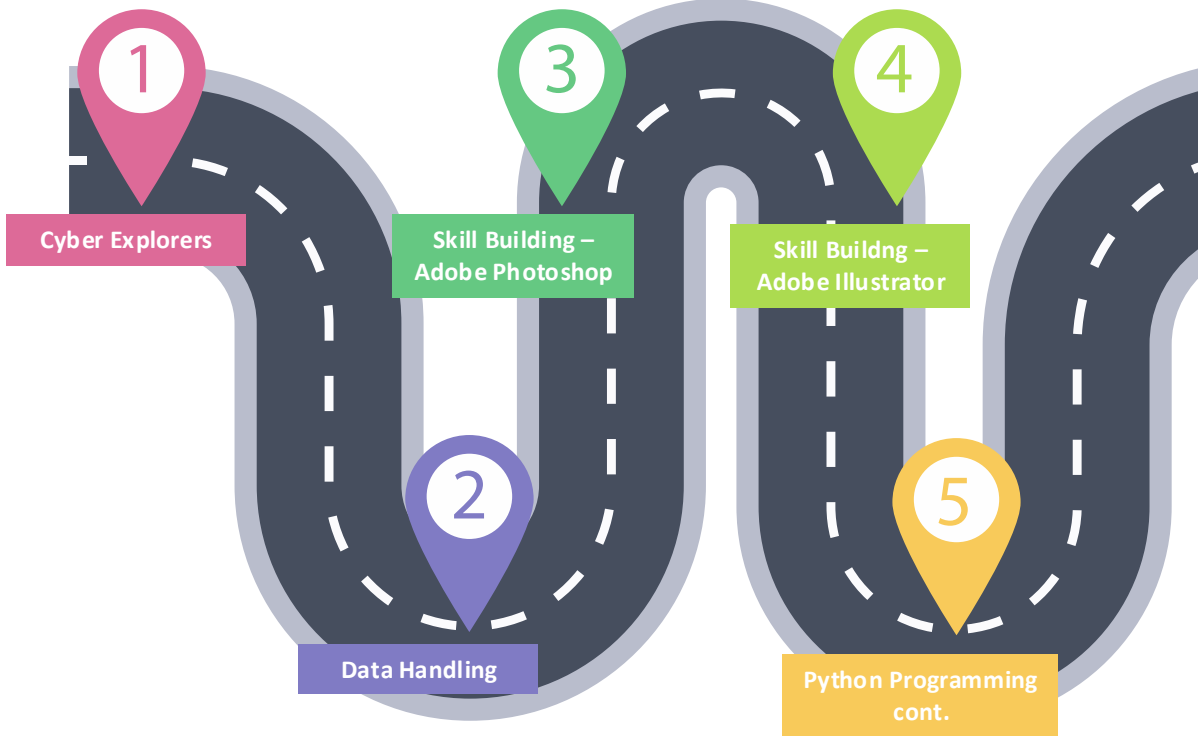
### Prior Learning

- Year 7 Understanding Computers
- Year 7 Image Editing Project
- Year 8 Understanding the Internet
- Year 8 Vector Graphic Art Project



### Future Learning

GCSE Computer Science  
BTEC Creative Media Production



### Cyber Explorers

Learners discover the vital role of technology in daily life and careers while learning to use it safely and securely. Each Challenge presents a mix of engaging games, quizzes and puzzles. Students will learn how to broaden their thinking, make smarter choices and develop essential cyber security skills. Collecting badges along the way, Cyber Explorers head towards the ultimate challenge in a bid to save Cyber City. Using the skills they have gained to stop a cyber-attack, learners demonstrate how they could contribute to keeping our world a safer place to live in.



### Data Handling (Spreadsheets)

In this unit, learners will gain an understanding and knowledge of how to use spreadsheets to store and manipulate data, how to use common functions, and how to extract data to create visual representations using charts. Learners will use spreadsheets to track and calculate income, make predictions, and answer "what if...?" questions.



### Skill Building – Adobe Photoshop

Students complete Photoshop Tutorials, an Evidence Log of skills learnt and edited Raster images.



### Skill Building – Adobe Illustrator

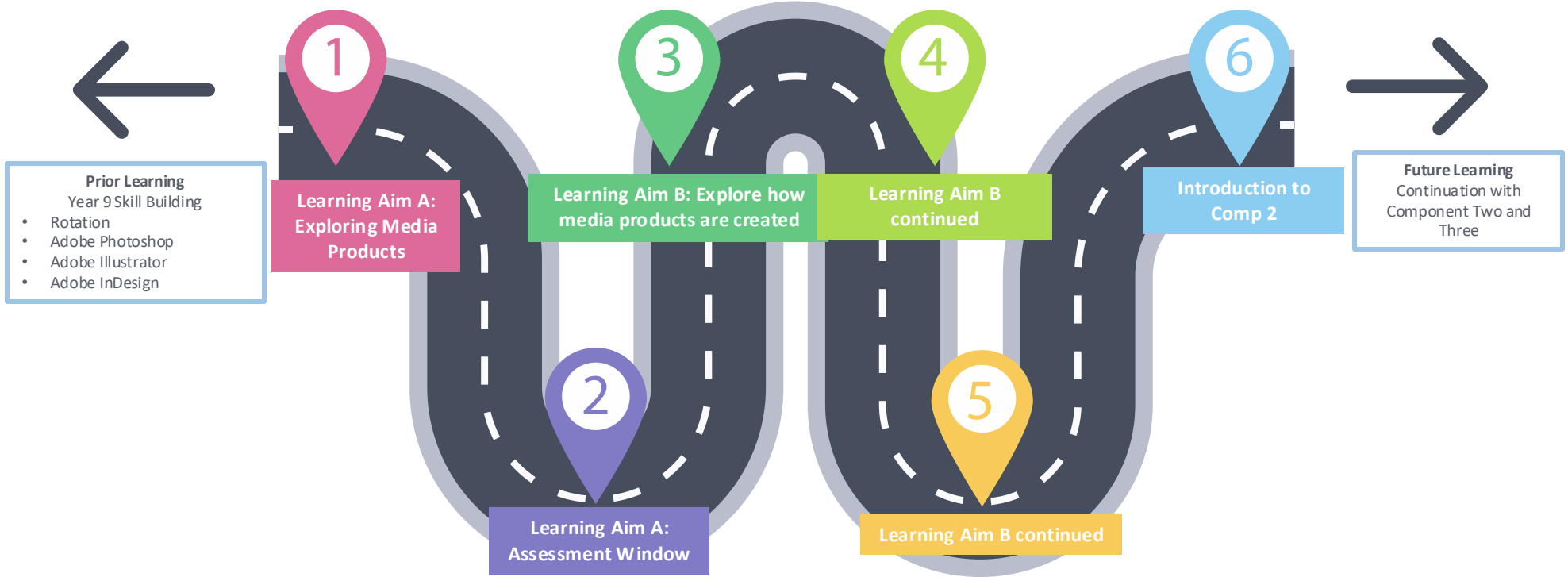
Students complete Illustrator Tutorials, an Evidence Log of skills learnt and produce 3 original created Vector images.



### Python Programming cont.

Students continue to develop their understanding of the programming language Python and undertake a series of independent projects to create function programs.





1

**Learning Aim A: Exploring Media Products**

Students learn to analyse examples of **media products** across 3 different sectors:

- Audio / Moving image
- Publishing
- Interactive

2

**Learning Aim A: Assessment Window**

Students learn to examine different products to develop an understanding of **Audience** and **Purpose**.

3

**Learning Aim B: Explore how media products are created**

Students learn how media products are created to provide meaning and engagement with the audience across all three sectors.

4

**Learning Aim B continued**

Students initially learn about the following areas:

- Genre
- Audience
- Purpose

5

**Learning Aim B continued**

Students learn the techniques used to create effective Media Products:

- Camerawork
- Mise en scene
- Lighting
- Sound
- Representation
- Narrative

6

**Introduction to Comp 2**

Students learn to develop their understanding of the theory and practical skills required in the publishing sector by:

- Experimenting
- Applying
- Reflecting

Students will complete their first written assessment for the course (33% of overall mark)

COMPONENT ONE (LAA)

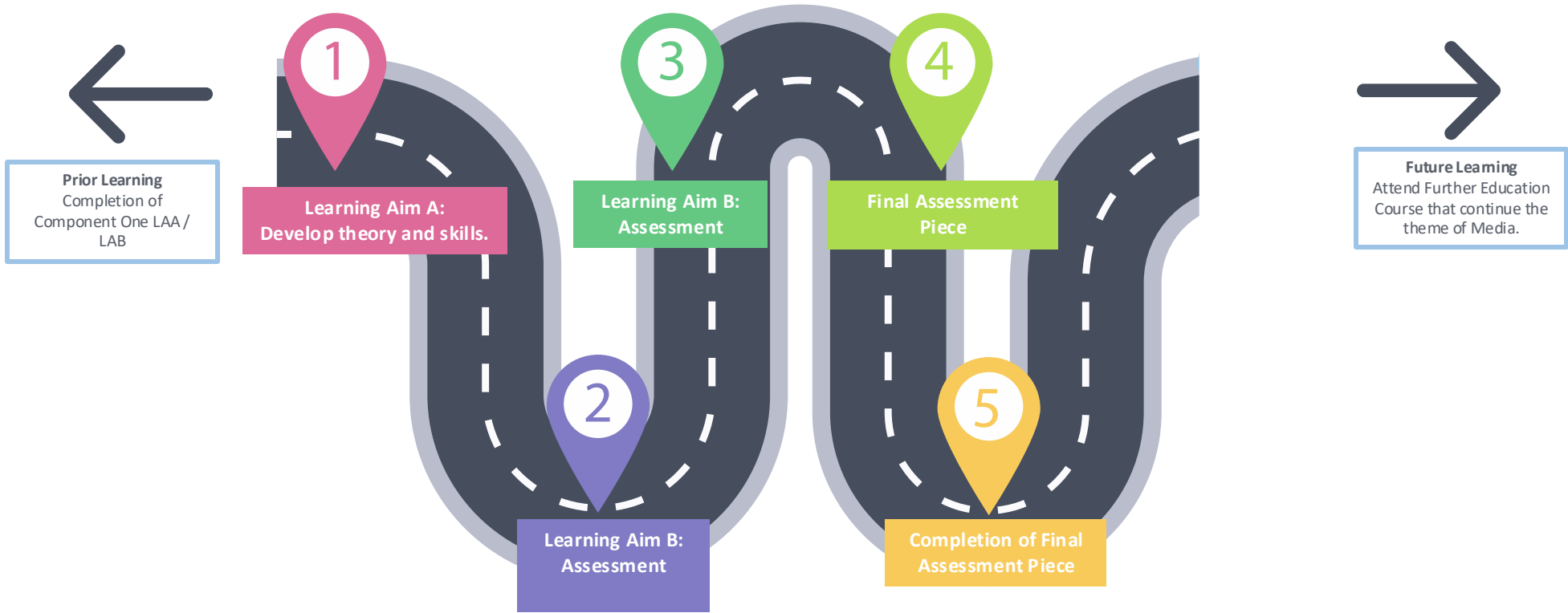
COMPONENT ONE (LAB)

COMPONENT TWO

LEARNING JOURNEY

Saint Joseph's  
CATHOLIC SCHOOL

BTEC Creative Media Production YEAR



**1**

**Learning Aim A:  
Develop theory and skills.**

Students continue to develop their understanding of the theory and practical skills required to produce a Media product from the publishing sector.

**2**

**Learning Aim B:  
Assessment**

Following a given brief, students will plan, develop and create their own Publishing Product using the knowledge they have gained over the year.

Students will complete their second written assessment for the course (33% of overall mark)

**3**

**Learning Aim B:  
Assessment**

**4**

**Final Assessment Piece**

Students will apply their digital skills and techniques by responding to a digital media brief. To complete this NEA students will:

- **learn** how to respond to a media brief
- **justify** the process and outcome that they have developed
- **plan** their response to the brief
- **apply** skills and techniques to a production
- **reflect** on their application of skills, time management and use of resources.

**5**

**Completion of Final Assessment Piece**

**COMPONENT TWO**

**COMPONENT THREE**

**LEARNING JOURNEY**

**BTEC Creative Media Production YEAR**