

CORE KNOWLEDGE

What I will know and understand by the end of Year 7.



This year in computing, we will be learning		This links to:	Key Vocabulary:
1	Using computers responsibly Adhering to the schools network policy. File management and how to create files and folders Using the Internet to research responsibly Using social media respectfully.	KS2 - Using a computer PSHE - Staying safe online	Network Username Password
2	Spreadsheet modelling Absolute cell functions How to use functions (min, max, if) How to sort data Conditional Formatting	Y7 T1 - Access files from the school network KS2 - Spreadsheets Maths - functions and formulas KS4 - Computer Science (modelling)	Cell Formula Function
3	Flowcharts and their symbols Creating algorithms Creating subroutines Control systems Including variables	KS2 - Algorithms Y7 T4 - Coding	Process Variables Sub-routines
4	Writing code in Scratch Develop code that tests conditions. (IF, ELSE statements) Develop code that uses iteration (loops, repeat). Use variables to hold values such as lives and score. Understand the purpose of testing	Y7 T3 - Using the flow of a program Creating algorithms KS4 - Computer Science	Selection Iteration Variables
5	Vector graphics Creating a graphics Bitmap graphics File types Compression	KS4 - Creative iMedia	Bitmap Vector Compression
6	Filming techniques Camera angles Use a selection of static images to create a short video sequence Importing video clips into editing software Editing techniques such as cropping and trimming video Add suitable sound effects and or background music	Y7 T5 - Moving from static images to moving images KS4 - Creating iMedia	Storyboard Trim Export
Target Grade:		AP2:	AP3:
	AP1:		

CORE KNOWLEDGE

What I will know and understand by the end of Year 8.



This year in computing, we will be learning		This links to:	Key Vocabulary:
1	Hardware and software Inputs and outputs Binary and file sizes Secondary storage devices	Y7 T1 - Using a computer KS4 - Computer Science	Hardware / Software Input / Output Binary
2	What the WWW is How a web address is constructed Packet switching Bandwidth Types of networks including LANs and WANs	Y7 T1 - Using a computer Y7 T1 - Staying safe online KS4 - Computer Science	Network Protocol Bandwidth
3	HTML and HTML tags CSS and CSS code Responsive web design Goof formatting for web pages Creating links	Y8 T2 - How the WWW works KS4 - Computer Science KS4 - iMedia	Hypertext Markup Language Cascading Style Sheets Responsive
4	Database development Field types Running queries Creating forms and reports	Y7 - Spreadsheets	Record Field Queries
5	Python programming Write, save and run a script Types of errors (Syntax, Run-time, Logic) Selection statements Writing algorithms using Pseudocode Debug a program	Maths - Order of operations (BIDMAS) KS4 - Computing	Indentation Pseudocode Debugging
6	Identify sound file types Apply effects to recordings Produce a storyboard from an advert File compression Export a file	Y7 - Creating video KS4 - Computer Science KS4 - iMedia	Sample rate Frequency Timeline

Target Grade:		AP1:		AP2:		AP3:	
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CORE KNOWLEDGE

What I will know and understand by the end of Year 9.



This year in computing, we will be learning		This links to:	Key Vocabulary:
1	Convert data types using int() float() and str() Write and if-else statement Use loops to repeat a section of code Append data Define and call a procedure and a function	Y8 - Scripting KS4 - Computing	Iteration Procedure Parameter
2	Plan to create a webpage for a specific audience Use pre production planning techniques Select suitable file types	Y8 T3 - HTML Y7 & Y8 - File types Y9 T4 - Web development KS4 - iMedia	Storyboard Moodboard Consistency
3	Components of a vector graphic Analogous, complementary and monochromatic colour schemes Manipulate vector and bitmap images Use layers to create a final image The importance of white space	Y7 T6 - Digital images KS4 - iMedia	Analogous Complementary Monochromatic Consistency
4	Web development Creating a multipage website Creating and using templates Adding hyperlinks Adding banners	Y9 T2 - Web planning and preparation KS4 - Computer Science KS4 - iMedia	Hyperlink Navigation
5	Understand how logic gates work Create truth tables from scenarios Converting to and from Binary Binary addition Converting to and from Hexadecimal	Y8 - Binary Maths - Algebra KS4 - Computer Science	Boolean Overflow Hexadecimal
6	A range of cybercrimes including hacking, malware, phishing Computer Misuse Act Copyright and plagiarism Health and Safety Law	Y7 - Using computer safely KS4 - Computer Science	Legislation Fraudulent Plagiarism

Target Grade:		AP1:		AP2:		AP3:	
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CORE KNOWLEDGE

What I will know and understand by the end of Year 10.



This year in Creative iMedia, we will be learning		This links to:	Key Vocabulary:
1	Interpret client requirements for pre-production based on a specific brief Identify timescales for production based on target audience and end user requirements Conduct & analyse research using primary and secondary sources	LO1 - Content and purpose of pre production products R081 Exam	Requirement Specification Deadline
2	Produce a work plan and production schedule Identify a target audience Clarify how they can be categorised and why this is important. Understand how legislation applies to creative media production.	LO1 - Content and purpose of pre production products LO2 - Client requirements R081 - Exam	Workflow Contingency Legislation
3	Understand the hardware, techniques and software used for converting a paper based document to digital. Understand the hardware, techniques and software used for creating electronic pre-production documents Health & safety considerations for creating digital media products	LO1 - Creating pre production products LO2 - Producing a workplan R081 - Exam	Risk Assessment Location Recce Safety Measure
4	Legislation regarding any assets to be sourced: <ul style="list-style-type: none"> Data protection Privacy Defamation Certification and classification Use of copyrighted material and intellectual property. Be able to review a pre-production document. Be able to identify areas for improvement in a pre-production document	LO1 - Content, purpose and creation of pre production documents LO2 - Creating a workplan R081 - Exam	GDPR Trademarks Intellectual Property
		R081	
5	R085 - Creating a multipage website OCR set assignment		
6	R085 - Creating a multipage website OCR set assignment	R081	

Target Grade:		AP1:		AP2:		AP3:	
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CORE KNOWLEDGE

What I will know and understand by the end of Year 11.



This year in Creative iMedia, we will be learning		This links to:	Key Vocabulary:
1	Interpret client requirements for pre-production based on a specific brief Identify timescales for production based on target audience and end user requirements Conduct & analyse research using primary and secondary sources	LO1 - Content and purpose of pre production products R081 Exam	Requirement Specification Deadline
2	Produce a work plan and production schedule Identify a target audience Clarify how they can be categorised and why this is important. Understand how legislation applies to creative media production.	LO1 - Content and purpose of pre production products LO2 - Client requirements R081 - Exam	Workflow Contingency Legislation
3	Understand the hardware, techniques and software used for converting a paper based document to digital. Understand the hardware, techniques and software used for creating electronic pre-production documents Health & safety considerations for creating digital media products	LO1 - Creating pre production products LO2 - Producing a workplan R081 - Exam	Risk Assessment Location Recce Safety Measure
4	Legislation regarding any assets to be sourced: <ul style="list-style-type: none"> • Data protection • Privacy • Defamation • Certification and classification • Use of copyrighted material and intellectual property. Be able to review a pre-production document. Be able to identify areas for improvement in a pre-production document	LO1 - Content, purpose and creation of pre production documents LO2 - Creating a workplan R081 - Exam	GDPR Trademarks Intellectual Property
5			
6			
Target Grade:		AP1:	
		AP2:	
		AP3:	