

Computing

Department Overview:

Year 7 – Digital Foundations			
Topic	Time Allocated	Skills	End Point
How do I log on and access my work?	3 lessons	Students will learn how to: - log in securely - manage passwords responsibly - organise files and folders - access school software and resources independently.	By the end of this topic, students will be able to use school computer systems safely and independently, manage their digital files effectively, and understand the importance of secure login procedures.
How do I create a clear, effective presentation?	8 lessons	Students will learn how to: - create clear and engaging slides - combine text, images, shapes and multimedia effectively - format elements within PowerPoint.	By the end of this topic, students will be able to create a well-structured digital presentation that communicates information clearly and uses a range of design features.
How do I stay safe online?	5 lessons	Students will learn how to: - stay safe online - be responsible and respectful online - create a positive digital footprint - respond appropriately to cyberbullying and when/how to seek help - protect their personal information	By the end of this topic, students will be able to make informed decisions when using technology, recognise potential online risks, and demonstrate responsible digital citizenship.
How do I use spreadsheets to organise and analyse data?	10 lessons	Students will learn how to: - use spreadsheet software - how to enter and format data - how to use formulae and functions	By the end of this topic, students will be able to create and edit spreadsheets, use formulae to perform calculations and present data effectively.
How do I build my own game using coding?	8 lessons	Students will learn how to: - designing and creating simple games - how to use sequences, events, conditions and variables to solve problems - how to evaluate games based on success criteria - how to test games and why this is important	By the end of this topic, students will be able to design, create and test a simple game, demonstrating an understanding of fundamental programming concepts and logical problem-solving.
How do I create and edit images in Photoshop?	5 lessons	Students will learn how to: - create and edit images using industry-standard software - how to manipulate images	By the end of this topic, students will be able to produce a digitally edited image that demonstrates effective use of editing tools, design techniques and creative decision-

		how to use different techniques, layers, selection tools and colour adjustments to make an effective image	making to achieve a specific purpose.
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Year 8 – Creation and coding			
Topic	Time Allocated	Skills	End Point
How do I manage my digital footprint and stay safe online?	4 lessons	Students will learn how to: - recognise online risks - evaluate the reliability of online information - protect personal data - understand the impact of their digital footprint	By the end of this topic, students will be able to use online technologies safely and responsibly, identify potential online threats, and make informed decisions about the information they share and access online.
How do I solve problems using text-based coding?	8 lessons	Students will learn how to: - use text-based coding - write, test and debug programs - use key programming concepts such as variables, inputs, outputs, selection, iteration and logical operators. - Students will develop resilience and problem-solving skills.	By the end of this topic, students will be able to write, test and debug simple Python programs independently. They will understand the key principles of programming and be able to use code to solve problems logically and efficiently.
How do I design and create 3D printed objects?	6 lessons	Students will learn how to: - use computer-aided design (CAD) software - apply design principles - understand the process of turning a digital design into a physical object	By the end of this topic, students will be able to design a 3D model that meets a specific need, prepare it for printing, and explain how digital designs can be manufactured using modern technologies.
How do I use artificial intelligence in the real world?	6 lessons	Students will learn how to: - evaluate the benefits and limitations of AI - evaluate ethical considerations of AI - develop critical thinking skills when interacting with AI-generated content.	By the end of this topic, students will be able to explain how AI systems work at a basic level, identify examples of AI in society, and discuss the opportunities and challenges that AI presents.
How do I design and build my own website?	5 lessons	Students will learn how to: - effectively design page layouts and navigation systems - meet audience requirements and visual design principles - create a multi-page interactive product using hyperlinks, demonstrating how websites allow users to navigate between	By the end of this topic, students will be able to design and create an interactive, website-style product that includes effective navigation, clear page layouts and content suitable for a target audience. They will understand the key principles of website design and user experience.

		pages and access information efficiently	
How do I create engaging digital animations?	10 lessons	Students will learn how to: - plan sequences - create movement - use timing effectively - combine visual and audio elements to communicate ideas	By the end of this topic, students will be able to produce an animation that demonstrates effective planning, creativity and technical skills, using animation techniques to engage an audience and communicate a clear message.

Year 9 – Industry-style planning, design and production			
Topic	Time Allocated	Skills	End Point
How do I plan and create a digital media product for a specific audience?	20 hours	Students will learn how to: - generate and communicate ideas through key planning methods - consider how planning supports successful media production and how different documents are used for different purposes	By the end of this topic, students will be able to select and create appropriate pre-production documents to support the planning of a media product for a specific audience and purpose for a given scenario, explaining how they support the planning and development of creative media products.
How do I create an interactive digital multimedia product?	12 hours	Students will learn how to: - structure information - create effective navigation systems - use hyperlinks - design user-friendly interfaces. - develop problem-solving skills through testing and refining their products	By the end of this topic, students will be able to design and create a fully functioning interactive product using hyperlinks, demonstrating effective navigation, audience awareness and user experience principles.
How do I create and edit professional-looking digital images?	8 lessons	Students will learn how to: - use advanced techniques such as working with layers, selections, masks, image adjustments and digital manipulation - design choices can influence audience engagement and communication	By the end of this topic, students will be able to create professional-quality digital graphics using a range of image editing techniques and justify how their design decisions help meet a specific purpose and audience.
How do I plan, design, create and evaluate a movie poster using industry conventions?	6 lessons	Students will learn how to: - combine skills developed throughout Key Stage 3 by planning, designing, creating and reviewing a movie poster - explore film marketing and design conventions - analyse existing media products	By the end of this topic, students will be able to follow the complete creative process from planning to evaluation, producing a movie poster that demonstrates effective design principles, audience awareness and technical proficiency.



		• create pre-production documents • use Photoshop skills to produce their final design • evaluate how effectively their product meets its intended purpose and audience	
How do emerging technologies impact on society.	4 lessons	Students will learn how to: • identify and describe a range of new and emerging technologies • explain the purpose and uses of technologies such as artificial intelligence (AI), virtual reality (VR), augmented reality (AR), robotics, automation and the Internet of Things • investigate the impact of emerging technologies on individuals, businesses and society. • evaluate the benefits and challenges associated with new technologies. • recognise the role of emerging technologies in shaping the future of the digital world and workplace. • consider the ethical, social and economic implications of technological developments.	By the end of this topic, students will be able to explain how emerging technologies are being used in the modern world, evaluate their potential benefits and challenges, and discuss how technological developments may influence future careers and lifestyles.

Year 10 – OCR Creative iMedia specialisation			
Topic	Time Allocated	Skills	End Points
R097 NEA Interactive digital media	September – End of Autumn term	Students will learn how to: • Apply previously developed digital media skills to complete the externally set R097 assignment • Interpret and respond to the requirements of a client brief • Plan, create and review an interactive digital media product • Produce the required evidence and documentation for assessment • Use specialist software independently and effectively • Refine and improve their work based on testing and feedback • Manage their time and workload to meet project deadlines	Students produce a fully functioning interactive digital media product, demonstrating planning, technical development, user-centred design and evaluation skills.
R094 NEA Visual identity and digital graphics	January - May 15 th	Students will learn how to: • Apply previously developed graphic design skills to complete the externally set R094 assignment • Interpret and respond to the requirements of a client brief • Research, plan and develop design ideas independently • Create visual identities and digital graphics that meet client and audience needs • Use industry-standard software confidently and effectively • Review, refine and justify design decisions throughout the project • Produce a professional-quality final product and supporting evidence for assessment	Students produce a complete visual identity and accompanying digital graphics for a real-world client brief, demonstrating creativity, technical proficiency and professional design skills.
R093 TA1 Media Industry sectors and products	6 lessons	Students will learn how to: • Identify different media sectors, products and job roles • Explain how media products are created and distributed • Understand the stages of the media production process • Explore career opportunities within the media industry • Recognise the impact of technology on media production	By the end of this topic area, students will be able to identify and describe different media sectors and products, explain how the media industry has evolved over time, and understand the responsibilities of a range of job roles involved in media production.

		• Compare traditional and new forms of media • Understand how the media industry continues to evolve	
R093 TA2 Factors influencing product design	10 lessons	Students will learn how to: • Interpret client briefs and identify key requirements. • Conduct research to inform media product development. • Analyse target audiences and their needs. • Identify the purpose of different media products. • Explain how media codes and conventions communicate meaning. • Analyse the use of camera techniques, sound, lighting and layout. • Evaluate how media products appeal to specific audiences.	By the end of this topic area, students will be able to explain how media products are designed to meet audience needs, interpret the requirements of a client brief, evaluate research methods, and analyse the techniques used to create effective media products.

Year 11 – OCR Creative iMedia specialisation			
Topic	Time Allocated	Skills	End Points
R093 TA3 Pre-production planning	14 lessons	Students will learn how to: • Create and use a range of industry-standard pre-production documents. • Plan and organise ideas for media products effectively. • Communicate design concepts using appropriate documentation. • Manage media projects through effective planning and organisation. • Review and evaluate planning documents and creative ideas. • Identify legal, ethical and health and safety considerations in media production. • Select appropriate pre-production documents for different project requirements.	By the end of this topic area, students will be able to select and evaluate appropriate pre-production documents for different scenarios, explain their purpose and effectiveness, and understand the legal and regulatory responsibilities involved in producing media products.
R093 TA4 Distribution considerations	4 lessons	Students will learn how to: • Identify and compare different digital media formats • Explain how media products are distributed to audiences	By the end of this topic area, students will be able to select appropriate platforms and file formats for specific media products, explain the advantages

		• Compare the advantages and disadvantages of different distribution methods • Understand the impact of file formats, compression and quality settings • Select appropriate formats for different media products and purposes • Make informed decisions about the distribution of digital media products • Evaluate the suitability of media formats and platforms for specific audiences	and disadvantages of different distribution methods, and understand how technical properties affect quality and file size.
R093 Revision	November-January	Students will learn how to: • Consolidate knowledge from all four R093 topic areas • Recall and apply key terminology, concepts and principles • Analyse media products and unfamiliar scenarios • Answer a range of exam-style questions effectively • Construct clear and well-supported extended responses • Interpret command words and assessment requirements accurately • Apply effective revision and examination techniques • Manage time effectively during assessments and examinations. • Use evidence to justify and support their answers	Students will be able to confidently apply their knowledge and understanding from across all four topic areas, answer OCR exam-style questions effectively, identify and address remaining gaps in their knowledge, and approach the external assessment with confidence and independence.