



COMPUTING LEARNING JOURNEY

Y7

UNIT 1 DIGITAL LITERACY & E-SAFETY

UNIT 2 COMPUTATIONAL THINKING PART 1

UNIT 3 MEDIA: ANIMATION

UNIT 1 COMPUTATIONAL THINKING PART 2

Y8

UNIT 5 DATA AND THE CPU

UNIT 4 PROGRAMMING: SCRATCH

UNIT 2 DATA REPRESENTATIONS: GOING AUDIOVISUAL

UNIT 3 MEDIA – VECTOR DIAGRAMS

UNIT 4 PROGRAMMING: SCRATCH AND PYTHON COMPARISON

UNIT 2 DATA REPRESENTATION

UNIT 1 PROGRAMMING: PYTHON

Y9

UNIT 5 CYBER SECURITY

UNIT 3 MEDIA: FILM CREATION AND EDITING

UNIT 4 NETWORKS

UNIT 5 SPREADSHEETS AND DATABASES

Y10

R094: VISUAL IDENTITY AND DIGITAL GRAPHIC:

TOPIC 3: CREATE VISUAL IDENTITY AND DIGITAL GRAPHICS

R094: VISUAL IDENTITY AND DIGITAL GRAPHIC:

TOPIC 2: PLAN DIGITAL GRAPHICS FOR PRODUCTS

R094: VISUAL IDENTITY AND DIGITAL GRAPHIC:

TOPIC 1: DEVELOP VISUAL IDENTITY

R094: VISUAL IDENTITY AND DIGITAL GRAPHIC:

COURSEWORK COMPLETION

R096: ANIMATION WITH AUDIO

TOPIC 1: PLAN ANIMATION WITH AUDIO

R096: ANIMATION WITH AUDIO

TOPIC 2: CREATE ANIMATION WITH AUDIO

Y11

R096: ANIMATION WITH AUDIO

COURSEWORK

R096: ANIMATION WITH AUDIO

TOPIC 3: REVIEW ANIMATION WITH AUDIO

R096: ANIMATION WITH AUDIO

RECAP TOPIC 1 AND 2

R093: CREATIVE IMEDIA IN THE MEDIA INDUSTRY

TOPIC 1: THE MEDIA INDUSTRY

R093: CREATIVE IMEDIA IN THE MEDIA INDUSTRY

TOPIC 2: FACTORS INFLUENCING PRODUCT DESIGN

R093: CREATIVE IMEDIA IN THE MEDIA INDUSTRY

TOPIC 3: PRE-PRODUCTION PLANNING AND TOPIC 4: DISTRIBUTION CONSIDERATIONS



YEAR 7 COMPUTING LEARNING JOURNEY

Y7

UNIT 1 DIGITAL LITERACY AND E-SAFETY

AN INTRODUCTION TO THE SCHOOL NETWORK, SOFTWARE PACKAGES USED AND HOW TO STAY SAFE ON ELECTRONIC DEVICES AND THE INTERNET.

UNIT 2 COMPUTATIONAL THINKING PART 1

UNDERSTANDING HOW TO BREAK PROBLEMS DOWN IN ORDER TO SOLVE THESE MORE EASILY, CREATION OF DECOMPOSITIONS, ALGORITHMS AND FLOWCHARTS

UNIT 3 MEDIA: ANIMATION

CREATION OF A 20 TO 30 SECOND PIVOT ANIMATION.

UNIT 4 PROGRAMMING: SCRATCH PART 1

UNDERSTANDING THE FUNDAMENTALS OF SCRATCH PROGRAMMING INCLUDING SEQUENCE, SELECTION AND ITERATION

UNIT 5 DATA AND THE CPU

UNDERSTANDING THE CPU, CONVERTING BINARY AND DECIMAL NUMBERS AND ADDING IN BINARY

Y8

Inspiring excellence



YEAR 8 COMPUTING LEARNING JOURNEY

Y8

UNIT 1 COMPUTATIONAL THINKING PART 2

RECAP ON DECOMPOSITION AND ALGORITHMS.
USING ALGORITHMS FOR A RANGE OF SORTS
AND SEARCHES

UNIT 2 DATA REPRESENTATION GOING AUDIOVISUAL

MAKING DIGITAL MEDIA SUCH AS IMAGES AND
SOUNDS, AND DISCOVER HOW MEDIA IS STORED
IN BINARY CODE

UNIT 3 MEDIA – VECTOR DIAGRAMS

RESEARCHING AND CREATING VECTOR IMAGES.

UNIT 4 PROGRAMMING: SCRATCH AND PYTHON COMPARISON

BUILD ON THE UNDERSTANDING OF SEQUENCE,
SELECTION AND ITERATION AND DEVELOP
PROBLEM SOLVING SKILLS. COMPARING
PROGRAMMING LANGUAGES INCLUDING LOGO,
SCRATCH AND PYTHON

Y9

UNIT 5 CYBER SECURITY

UNDERSTANDING WHAT DATA IS AND THREATS
TO DATA, INCLUDING VIRUSES, TROJAN, SOCIAL
ENGINEERING AND DDOS ATTACKS.



YEAR 9 COMPUTING LEARNING JOURNEY

Y9

UNIT 1 PROGRAMMING: PYTHON

AN INTRODUCTION INTO PYTHON PROGRAMMING, STARTING WITH SIMPLE PROGRAMS INVOLVING INPUT AND OUTPUT AND MOVING ON THROUGH ARITHMETIC OPERATORS, SELECTION AND ITERATION.

UNIT 2 DATA REPRESENTATION

RECAP ON BINARY AND DECIMAL CONVERSIONS AND CONVERTING BINARY AND DECIMAL INTO HEXADECIMAL, ALSO UNDERSTANDING LOGIC GATES AND TRUTH TABLES.

UNIT 3 MEDIA: FILM CREATION AND EDITING

UNDERSTANDING HOW TO CREATE AND EDIT VIDEOS AND AUDIO TO CREATE A PROMOTIONAL FILM FOR LJS

UNIT 4 NETWORKS

AN INTRODUCTION INTO TYPES OF NETWORKS AND THE HARDWARE NEEDED TO RUN THESE. AS WELL AS UNDERSTANDING HOW DATA IS TRANSMITTED ACROSS NETWORKS USING PROTOCOLS.

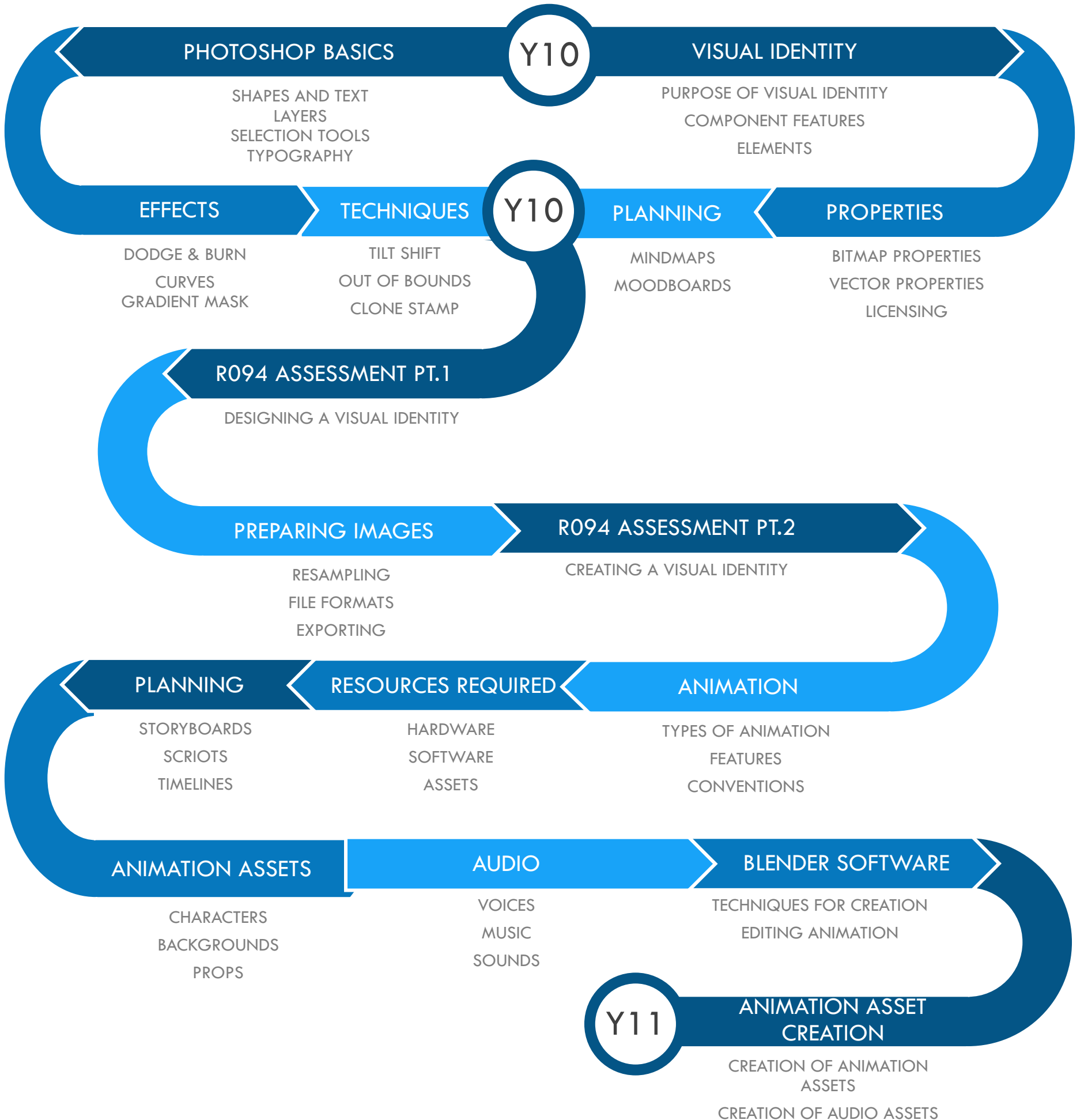
UNIT 5 SPREADSHEETS AND DATABASES

AN INTRODUCTION INTO SPREADSHEETS AND DATABASES INCLUDING BASIC AND COMPLEX FORMULA, RUNNING QUERIES, FORMATING AND CREATING REPORTS.

Y10



YEAR 10 CAMBRIDGE NATIONALS IMEDIA LEARNING JOURNEY





YEAR 11 CAMBRIDGE NATIONALS IMEDIA LEARNING JOURNEY

Y11

RO96: ANIMATION WITH AUDIO

RECAP ON TOPIC 1 AND 2 FROM
YEAR 10

RO96: ANIMATION WITH AUDIO

TOPIC 3 REVIEW ANIMATION
WITH AUDIO

RO96: ANIMATION WITH AUDIO

COURSEWORK COMPLETION

RO93: CREATIVE IMEDIA IN THE MEDIA INDUSTRY

TOPIC 1: THE MEDIA INDUSTRY

RO93: CREATIVE IMEDIA IN THE MEDIA INDUSTRY

TOPIC 2: FACTORS INFLUENCING
PRODUCT DESIGN

RO93: CREATIVE IMEDIA IN THE MEDIA INDUSTRY

TOPIC 3: PRE-PRODUCTION PLANNING
AND TOPIC 4: DISTRIBUTION
CONSIDERATIONS