	Half term 1 Learning Overview	Half term 2 Learning Overview	Half term 3 Learning Overview	Half term 4 Learning Overview	Half term 5 Learning Overview	Half term 6 Learning Overview
Year 7	Unit 1 e- Safety Learning how to be safe online and exploring what consequences and how to overcome problems online	Unit 2 Presenting Information Using ppt and Wix in order to build a presentation/website about themselves learning how to correctly present info to different audiences	Unit 3 How a computer works Exploring and describing different sorts of computers and also the different components	Unit 4 Creating Graphics Exploring and describing different sorts of graphics in terms of the different types and uses	Unit 5 BBC Microbits Exploring what programming is and using the micro bits to create simple programs	Unit 6 Scratch Creating games and understanding programming basic fundamentals
Year 8	Unit 1 The Internet and Networks Learning what the internet and networks are and how are they used	Unit 2 Python Programming Learning how to program in python and looking at creating programs using basic and some advanced skills.	Unit 3 Multimedia Project Learning how to create a multimedia project using different automated features.	Unit 4 HTML Learning how to create and program a website using just HTML.	Unit 5 Spreadsheet Modelling Learning how to use Excel and what some of the basic and advanced features are.	Unit 6 Creating Graphics Learning how to use Photoshop and what some of the basic and advanced features are.
Year 9	Creative Imedia Creating Graphics Unit R082 Learning Outcome 1 Understand the purpose and properties of digital graphics Computer Science 9-1 Paper 1 1.1 Systems Architecture	Creative Imedia Creating Graphics Unit R082 Learning Outcome 2 Be able to plan the creation of a digital graphic Computer Science 9-1 Paper 1 1.2 and 1.3 Memory and Storage	Creative Imedia Creating Graphics Unit R082 Learning Outcome 3 Be able to create a digital graphic Computer Science 9-1 Paper 1 1.4 Wired and Wireless	Creative Imedia Creating Graphics Unit R082 Learning Outcome 3 Be able to create a digital graphic Computer Science 9-1 Paper 1 1.5 Network Topologies	Creative Imedia Creating Graphics Unit R082 Learning Outcome 4 Be able to review a digital graphic Computer Science 9-1 Paper 1 1.6 Security Systems	Creative Imedia Interactive MM R087 Practice Unit prep for next year Computer Science 9-1 Paper 1 1.7 Systems Software
Year 10	Creative Imedia Creating IMM Product R087 Learning Outcome 1 Understand the uses and properties of interactive multimedia products Computer Science 9-1 Paper 1 1.5 Network Topologies	Creative Imedia Creating IMM Product R087 Learning Outcome 2 Be able to plan interactive multimedia products Computer Science 9-1 Paper 1 1.6 Security Systems	Creative Imedia Creating IMM Product R087 Learning Outcome 2 Be able to plan interactive multimedia products Computer Science 9-1 Paper 1 1.7 Systems Software	Creative Imedia Creating IMM Product R087 Learning Outcome 3 Be able to create interactive multimedia products Computer Science 9-1 Paper 1 1.8 Ethical and Legal in CS	Creative Imedia Creating IMM Product R087 Learning Outcome 4 Be able to review interactive multimedia products Computer Science 9-1 Paper 2 2.2 Programming and NEA	Creative Imedia Interactive MM R081 Prep for next year exam R081 Computer Science 9-1 Paper 2 2.2 Programming and NEA

Year 11	Creative Imedia Creating IMM Product R081 Learning Outcome 1 Understand the purpose and content of pre-production Learning Outcome 2: Be able to plan pre-production	Creative Imedia Creating IMM Product R081 Learning Outcome 3 Be able to produce pre-production documents Learning Outcome 4 Be able to review pre-production documents	Creative Imedia Creating IMM Product R088 Learning Outcome 1 Understand the uses and properties of digital sound	Creative Imedia Creating IMM Product R088 Learning Outcome 2 Be able to plan a digital sound sequence	Creative Imedia Creating IMM Product R088 Learning Outcome 3 Be able to create a digital sound sequence Learning Outcome 4 Be able to review a digital sound sequence	
	Computer Science 9-1 Paper 2 2.2 Programming and NEA	Computer Science 9-1 Paper 2 2.1 Algorithms	Computer Science 9-1 Paper 2 2.3 and 2.4 Robust Programs and Computational Logic	Computer Science 9-1 Paper 2 2.5 and 2.6 Translators and Languages and Data Representation	Revision and Recap of Paper 1 and Paper 2	