	ICT & CS	
Year 7 (18 week carousel)	• ICT basics (Folder structures, Email, Password safety, Usage) • Computer Systems (Basic components) • Block based coding with BBC Micro-bits (Inputs/Outputs, Variables & Selection, Iteration) • Graphics (Images as binary, Vector graphics) • Logo development (Review, Planning, Creation)	
Year 8 (18 week carousel)	• Binary (Conversions to denary, ASCII Character Sets,) • Boolean logic gates (AND, OR, NOT) • Sorting algorithms (Bubble, Insertion) • E-safety website design (Graphic design, Template creation) • E-safety (Digital footprint, Cyberbullying, Staying safe, Online gaming) • Script based coding with Python (Inputs/Outputs, Selection, Iteration)	
Year 9 (18 week carousel)	*iMedia r091 Game Development practice scenario* • Risks of gaming • Components of a computer system (Hardware, CPU) • Abstraction • Planning techniques (Interpreting brief, Moodboard, Storyboard, Visualisation Diagram, Workplan) • Block/Script based coding with Microsoft Makecode • Review & Test plan	
	ICT (iMedia)	**CS (GCSE OCR Computer Science)**
Year 10	R082 – Creating Digital Graphics R085 – Creating a multi-page Website	Topics covered: • 1.1 - System architecture • 1.2a - Memory & Storage (Primary, Secondary & Tertiary) • 1.2b - Memory & Storage (Binary & Hex) • 1.2c - Memory & Storage (Characters, Images, Sound & Compression)

Year 11	R081 – Pre-Production Skills R084 – Storytelling with Comic Strips.	• 1.3a - Computer networks (Types, Hardware & The Internet) • 1.3b - Computer networks (Wired & Wireless networks, Protocols & Layers) • 1.4 - Network security • 1.5 - System software • 1.6 - Ethical, legal, cultural and environmental impacts of digital technology • 2.1 – Algorithms • 2.2 - Programming fundamentals • 2.3 - Producing robust programs • 2.4 - Boolean logic • 2.5 - Programming languages and Integrated Development Environments