Year	Autumn	Spring	Summer
7	**E-Safety** including cyber bullying and digital footprints. **Office Skills i**ncluding email, Teams and online systems use.	**E-Safety** including cyber bullying and digital footprints. **Office Skills** including email, Teams and online systems use. **Scratch,** a block-based visual programming language where students learn coding concepts and develop a game based around the classic PONG theme.	**E-Safety** including cyber bullying and digital footprints. **Scratch,** a block-based visual programming language where students learn coding concepts and develop a game based around the classic PONG theme. **Photoshop,** looking at image manipulation in the media and using skills learnt to create an image based on a given scenario.
8	**E-Safety** including body image and social media. **Intermediate Computer Systems** including binary, sorting algorithms, network topologies, computer logic and data representation.	**E-Safety** including body image and social media. **Intermediate Computer Systems** including binary, sorting algorithms, network topologies, computer logic and data representation.	**E-Safety** including body image and social media. **GameMaker**, a high-level visual programming language where students learn coding concepts, basic scripting and develop a maze game of their own theme, similar to that of PAC MAN.

		GameMaker, a high-level visual programming language where students learn coding concepts, basic scripting and develop a maze game of their own theme, similar to that of PAC MAN.	
9	**E-Safety** including grooming, inappropriate content and messaging. **Python** including sequence, selection, iteration and string manipulation.	**E-Safety** including grooming, inappropriate content and messaging. **Python** including sequence, selection, iteration and string manipulation. **Interactive Multimedia Products**, students design and create a product for a given scenario, including video, sound, and animation.	**E-Safety** including grooming, inappropriate content and messaging. **Interactive Multimedia Products**, students design and create a product for a given scenario, including video, sound, and animation. **Photoshop,** looking at image manipulation in the media and using skills learnt to create an image based on a given scenario.
10	**Unit R093:** Creative iMedia in the media industry Students learn about the sectors, products and job roles that form the media industry. **Unit R094:** Visual identity and digital graphics Students learn how to develop visual identities for clients. Applying the	**Unit R093:** Creative iMedia in the media industry Students learn about the sectors, products and job roles that form the media industry. They will learn the legal and ethical issues considered and the processes used to plan and create digital media products, as well as how media codes are used within the creation of media products to convey meaning, create	**Unit R093:** Creative iMedia in the media industry Students learn about the sectors, products and job roles that form the media industry. They will learn the legal and ethical issues considered and the processes used to plan and create digital media products, as well as how media codes are used within the creation of media products to convey

	concepts of graphic design to create original digital graphics which incorporate your visual identity to engage a target audience. On completion of this unit, students will understand that identity is a vital Component of any business, product or brand. A visual identity communicates values and core principles to the consumer, user or customer. It makes a brand recognisable and helps sell a product or idea to a target audience. Logos, shapes, typography, colour theory and composition are all used to generate visual identities which work across different platforms and media, and user interface and experience are key considerations in the design process.	impact and engage audiences. Students will learn to choose the most appropriate format and properties for different media products.	meaning, create impact and engage audiences. Students will learn to choose the most appropriate format and properties for different media products. **Unit R097:** Interactive digital media Students learn to design and create interactive digital media products for chosen platforms. They will learn to select, edit and repurpose multimedia content of different kinds and create the structure and interactive elements necessary for an effective user experience.
11	**Unit R093:** Creative iMedia in the media industry Students learn about the sectors, products and job roles that form the media industry. They will learn the legal and ethical issues considered and the processes used to plan and create digital media products, as well as how media codes are used within the creation of media products to convey meaning, create impact and engage audiences.	**Unit R093:** Creative iMedia in the media industry Students learn about the sectors, products and job roles that form the media industry. They will learn the legal and ethical issues considered and the processes used to plan and create digital media products, as well as how media codes are used within the creation of media products to convey meaning, create impact and engage audiences. Students	**Unit R093:** Creative iMedia in the media industry Students learn about the sectors, products and job roles that form the media industry. They will learn the legal and ethical issues considered and the processes used to plan and create digital media products, as well as how media codes are used within the creation of media products to convey meaning, create impact and engage

Students will learn to choose the most appropriate format and properties for different media products.

Unit R097: Interactive digital media Students learn to design and create interactive digital media products for chosen platforms. They will learn to select, edit and repurpose multimedia content of different kinds and create the structure and interactive elements necessary for an effective user experience.

On completion of this unit, students will understand interactive digital media products are found across the media industry, in games, websites and apps, learning and knowledge-based systems, simulations and in commerce. At the heart of digital media products is a fusion of media rich content including text, images, sounds, video and animation. This content is combined with UX and UI design to create an immersive and engaging environment which can promote, educate, entertain, inform or influence.

will learn to choose the most appropriate format and properties for different media products.

On completion of this unit, students will understand that identity is a vital Component of any business, product or brand. A visual identity communicates values and core principles to the consumer, user or customer. It makes a brand recognisable and helps sell a product or idea to a target audience. Logos, shapes, typography, colour theory and composition are all used to generate visual identities which work across different platforms and media, and user interface and experience are key considerations in the design process.

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Curriculum Overview – ICT- Bedlington.