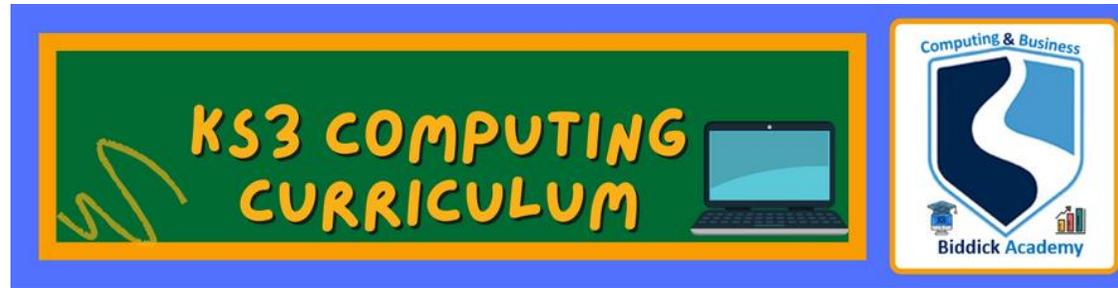


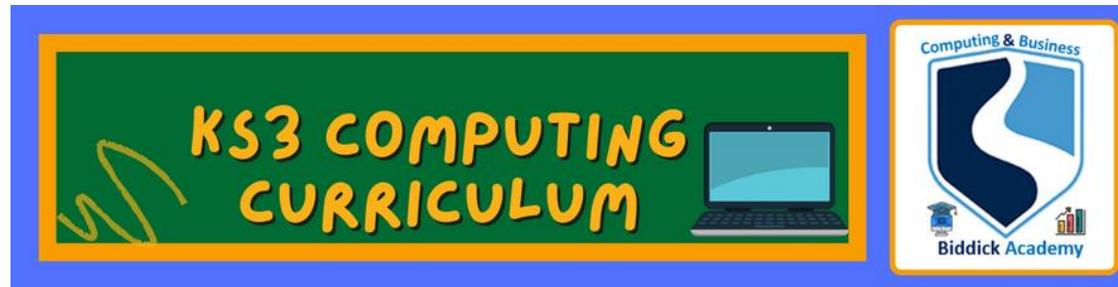
	Term 1 (September-December)	Term 2 (January-April)	Term 3 (April-July)
Year 7	<p><b>New Skills</b></p> <ul style="list-style-type: none"> <li>• Creating folders &amp; organising work efficiently</li> <li>• Accessing emails</li> <li>• Evaluate online situations &amp; give appropriate advice</li> <li>• Create storyboards that depict suitable content</li> <li>• Create comics that tell a factual story and offer advice</li> <li>• Peer assessment of work against criteria</li> <li>• Create a high quality presentation with a range of media</li> <li>• Use of inputs &amp; outputs in block based coding</li> <li>• Use of selection in blocked based coding</li> <li>• Use of iteration to get to repeat multiple times</li> </ul>	<p><b>New Skills</b></p> <ul style="list-style-type: none"> <li>• Using formulas to perform calculations</li> <li>• Interpret and read client briefs to extract key info</li> <li>• Format media and content of presentations</li> <li>• Write a letter for a specific purpose including required elements</li> <li>• To be able to create a range of digital graphs to portray data in a usable format.</li> <li>• To be able to convert binary numbers up to 8 bits in length into denary numbers.</li> <li>• Create Boolean logic diagrams combining multiple gates to create functioning circuits.</li> </ul>	<p><b>New Skills</b></p> <ul style="list-style-type: none"> <li>• Use of inputs &amp; outputs in block based coding</li> <li>• Use of selection in blocked based coding</li> <li>• Use of iteration to get to repeat multiple times</li> <li>• Download coded to an external computer system to control its function</li> <li>• Creating storyboards for a comic</li> <li>• Sourcing of high quality assets which are appropriate to the brief and suitable for a comic book.</li> </ul>
	<p><b>Recalled Skills</b></p>	<p><b>Recalled Skills</b></p> <ul style="list-style-type: none"> <li>• Creating folders &amp; organising work</li> <li>• Accessing software and school network</li> <li>• Peer assessment of work against criteria</li> </ul>	<p><b>Recalled Skills</b></p> <ul style="list-style-type: none"> <li>• Creating folders &amp; organising work</li> <li>• Accessing the internet and use it correctly</li> <li>• Accessing Microsoft Teams in order to complete work</li> <li>• Peer assessment of work against criteria</li> <li>• Problem solving</li> </ul>
	<p><b>New Knowledge</b></p> <ul style="list-style-type: none"> <li>• Describe what a school network is.</li> <li>• What is appropriate/inappropriate use of school emails</li> <li>• Define key terms linked to online safety</li> <li>• How to deal with or where to get advice from relating to online concerns</li> <li>• What elements a comic should include</li> <li>• Design principles including contrasting colours</li> <li>• How to source high quality assets</li> <li>• Evaluate and review own work against success criteria</li> </ul>	<p><b>New Knowledge</b></p> <ul style="list-style-type: none"> <li>• Know the types of language and features different letters should include</li> <li>• Understand how to manipulate data in a spreadsheet to inform decision making</li> <li>• How to analyse graphs and visual data to make informed decisions.</li> <li>• What is binary and where is it used, able to convert from 8 bit binary to denary numbers.</li> <li>• Name of 3 main logic gates and descriptions of how they work.</li> </ul>	<p><b>New Knowledge</b></p> <ul style="list-style-type: none"> <li>• Understanding what a panel is and how they are used to create flow of a story.</li> <li>• To understand how media has different purposes and how to use appropriate media to portray a specific message such as educating people.</li> <li>• What a script is, their purpose and how to correctly write one to the standard used in industry.</li> <li>• Advanced searching techniques when finding assets for a media product</li> </ul>

<ul style="list-style-type: none"> <li>• Suggest areas of development for own work</li> <li>• Know what a target audience is and how to alter design to appeal</li> <li>• Know what constitutes a high quality presentation that is suitable to the needs of the task</li> <li>• The difference between input &amp; output devices</li> <li>• How iteration is used in coding to repeat instructions</li> </ul>	<ul style="list-style-type: none"> <li>• The purpose of a computer network and how data travels between devices both wired and wireless</li> </ul>	
<p><b>Recalled Knowledge</b></p>	<p><b>Recalled Knowledge</b></p> <ul style="list-style-type: none"> <li>• Appropriate use of computers &amp; technology</li> <li>• Design principles including contrasting colours</li> <li>• How to source high quality assets</li> <li>• Evaluate and review own work against success criteria</li> <li>• Suggest areas of development for own work</li> </ul>	<p><b>Recalled Knowledge</b></p> <ul style="list-style-type: none"> <li>• Appropriate use of computers &amp; technology</li> <li>• Design principles including contrasting colours</li> <li>• How to source high quality assets</li> <li>• Know what a target audience is and how to alter design to appeal</li> <li>• How to review/evaluate a product against the requirements of a task.</li> </ul>
<p><b>Assessment:</b> Multiple choice end of topic quiz checking recall of facts. Digital written feedback on in class notebook identify success criteria met and how to improve their knowledge/understanding/</p>	<p><b>Assessment:</b> Multiple choice end of topic quiz checking recall of facts. Digital written feedback on in class notebook identify success criteria met and how to improve their knowledge/understanding/</p>	<p><b>Assessment:</b> Multiple choice end of topic quiz checking recall of facts. Digital written feedback on in class notebook identify success criteria met and how to improve their knowledge/understanding/</p>
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<b>Year 8</b>	<p><b><u>New Skills</u></b></p> <ul style="list-style-type: none"> <li>• Storyboarding motion advertisements</li> <li>• Camera angles &amp; movement</li> <li>• Importing and editing assets in animation software</li> <li>• Creation of key frames and motion tweens</li> <li>• Creating physical circuits from crocodile clip wires, paper clips and other electronics equipment.</li> </ul>	<p><b><u>New Skills</u></b></p> <ul style="list-style-type: none"> <li>• Dismantle a standard computer system</li> <li>• Suggest input, output and storage devices for a particular users needs</li> <li>• Calculate final output of a logic gate circuit using 3 or more boolean logic gates</li> <li>• Creation of audio visual media for a specified purpose</li> <li>• Altering of sound waves to manipulate</li> <li>• Creating effective storyboards for a video trailer</li> <li>• Analysing existing videos to highlight areas of development</li> <li>• Manipulate assets in video editing software</li> <li>• Creation of functioning apps for a specific task</li> </ul>	<p><b><u>New Skills</u></b></p> <ul style="list-style-type: none"> <li>• How to reduce the amount of data shared with technology companies through managing the use of cookies.</li> <li>• How to stay safe online in relation to cyber threats such as fraud.</li> <li>• How to spot signs of social engineering attacks and what can be done to prevent them being effective.</li> <li>• How to create visualisation diagrams to plan for a vector graphic</li> <li>• How to use a range of tools in vector drawing software such pens, pencils, shapes and layers to create digital drawings</li> <li>• How to use a range of input devices to create digital artefacts such as graphics tablets for vector drawing.</li> </ul>
	<p><b><u>Recalled Skills</u></b></p> <ul style="list-style-type: none"> <li>• Creating folders &amp; organising work</li> <li>• Accessing emails</li> <li>• Peer assessment of work with criteria</li> <li>• Accessing software and school network</li> <li>• Using storyboard to plan ideas for media products</li> <li>• Use of inputs &amp; outputs in block based coding</li> <li>• Use of selection in blocked based coding</li> <li>• Use of iteration to get to repeat multiple times</li> </ul>	<p><b><u>Recalled Skills</u></b></p> <ul style="list-style-type: none"> <li>• Creating folders &amp; organising work efficiently (</li> <li>• Accessing emails</li> <li>• Peer assessment of work against criteria</li> <li>• Accessing software and school network</li> <li>• What a storyboard is</li> <li>• Use of inputs/outputs in block based coding</li> <li>• Use of selection in blocked based coding</li> <li>• Use of iteration to repeat code</li> <li>• Download coded to an external computer system to control its function</li> </ul>	<p><b><u>Recalled Skills</u></b></p> <ul style="list-style-type: none"> <li>• Creating folders &amp; organising work</li> <li>• Accessing emails</li> <li>• Peer assessment of work against criteria</li> <li>• Accessing software and school network</li> <li>•</li> </ul>

<p><b><u>New Knowledge</u></b></p> <ul style="list-style-type: none"> <li>• Different between stop motion and key frame animation</li> <li>• Different types of images – animations and where each is used.</li> <li>• How to export created animations for use across a range of devices.</li> <li>• How to program physical sensors and exterior devices using block based coding.</li> <li>• The concept of radio waves and how they can use to send encrypted communications.</li> <li>• Creating electronic circuits linked to sensors to control the flow of data.</li> </ul>	<p><b><u>New Knowledge</u></b></p> <ul style="list-style-type: none"> <li>• How to create and use truth tables to show the possible outcomes of a Boolean logic circuit and why this is necessary.</li> <li>• Name logic gates and explain how they function</li> <li>• Name internal components of a PC</li> <li>• Know what a CPU is and its purpose</li> <li>• Name different types of storage devices and where they are used</li> <li>• Different types of networks</li> <li>• What a sound wave is and how they are altered.</li> <li>• How to modify and create visual media such as videos.</li> <li>• The features a good quality video advert should include</li> <li>• How to use advanced search techniques on Google</li> <li>• Suggest areas of development for own work</li> </ul>	<p><b><u>New Knowledge</u></b></p> <ul style="list-style-type: none"> <li>• The difference between vector and bitmap graphics</li> <li>• Know how anchor points are used in illustration</li> <li>• Understand how to adjust anchors using handles</li> <li>• Be able to create a simple character by adjusting shapes</li> <li>• Know how anchor points are used in illustration</li> <li>• Understand how to adjust anchors using handles</li> <li>• Be able to use the pen tool to create complex shapes</li> <li>• The value of data to companies involved in technology and explain the need for data protection in relation to what happens to the data entered online.</li> <li>• To know what hacking is and understand the difference between legal and illegal hacking.</li> </ul>
<p><b><u>Recalled Knowledge</u></b></p> <ul style="list-style-type: none"> <li>• Evaluate and review own work against success criteria</li> <li>• Suggest areas of development for own work</li> <li>• Design principles e.g. contrasting colours</li> <li>• How to source high quality assets</li> <li>• Advanced searching techniques when finding assets for a media product</li> <li>• Describe what a school network is.</li> <li>• What is appropriate/inappropriate use of school emails</li> <li>• Define key terms linked to online safety</li> <li>• Properties of materials linked to conductivity</li> </ul>	<p><b><u>Recalled Knowledge</u></b></p> <ul style="list-style-type: none"> <li>• Evaluate own work against success criteria</li> <li>• Suggest areas of development for own work</li> <li>• Describe what a school network is.</li> <li>• List examples of computers accessed in everyday life</li> <li>• The difference between input &amp; output devices</li> </ul>	<p><b><u>Recalled Knowledge</u></b></p> <ul style="list-style-type: none"> <li>• How to source high quality assets or digital artefact for a piece of work.</li> <li>• Evaluate and review own work against success criteria</li> <li>• The purpose of input &amp; output devices.</li> <li>• How to design media for different purposes/audiences</li> <li>• Advanced searching techniques when finding assets for a media product</li> <li>• Design principles e.g. contrasting colours</li> <li>•</li> </ul>
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	Term 1 (September-December)	Term 2 (January-April)	Term 3 (April-July)
Year 9	<p><b><u>New Skills</u></b></p> <ul style="list-style-type: none"> <li>Identify successful businesses and why they are successful</li> <li>Professional/formal presentation skills</li> <li>Developing branding for specific purposes</li> <li>How create high quality research questionnaires</li> <li>Use of lists and arrays within programming</li> <li>Use of complex selection techniques in coding</li> <li>Produce code to solve a problem independently</li> </ul>	<p><b><u>New Skills</u></b></p> <ul style="list-style-type: none"> <li>Know what a visualisation diagram is and the role they play in planning media products.</li> <li>Be able to create a detailed visualisation to portray your idea.</li> <li>Design and create a suitable GUI for a mobile app which is appealing and suitable.</li> <li>Use user input in an event-driven programming environment</li> <li>Use variables in an event-driven programming environment</li> </ul>	<p><b><u>New Skills</u></b></p> <ul style="list-style-type: none"> <li>Be able to identify fake news</li> <li>Know how to check the validity of a news story</li> <li>Able to spot clickbait</li> <li>To able to apply basic cyphers to data to encrypt and unencrypt it.</li> <li>To be able to perform sorting and searching algorithms on a range of data</li> </ul>
	<p><b><u>Recalled Skills</u></b></p> <ul style="list-style-type: none"> <li>Analysing existing products</li> <li>Creating folders &amp; organising work efficiently</li> <li>Accessing emails</li> <li>Peer assessment of work against criteria</li> <li>Accessing software and school network</li> <li>Create bitmap images</li> <li>Create vector images using a range of tools</li> </ul>	<p><b><u>Recalled Skills</u></b></p> <ul style="list-style-type: none"> <li>Creating folders &amp; organising work efficiently (Yr7 HT1)</li> <li>Accessing emails (Yr7 HT1)</li> <li>Peer assessment of work against criteria (Yr7)</li> <li>Accessing software and school network (Yr7)</li> <li>Use of inputs &amp; outputs in block based coding (Yr7 HT3 &amp; Yr8 HT3)</li> <li>Use of selection in blocked based coding (Yr7 HT3 &amp; Yr8 HT3)</li> <li>Use of iteration to get to repeat multiple times (Yr7 HT3 &amp; Yr8 HT3)</li> </ul>	<p><b><u>Recalled Skills</u></b></p> <ul style="list-style-type: none"> <li>Creating folders &amp; organising work efficiently</li> <li>Accessing emails</li> <li>Peer assessment of work against criteria</li> <li>Accessing software and school network</li> <li>Use of inputs &amp; outputs in block based coding</li> <li>Use of selection in blocked based coding</li> <li>Use of iteration to get to repeat multiple times</li> </ul>
	<p><b><u>New Knowledge</u></b></p> <ul style="list-style-type: none"> <li>Define what a business/enterprise is</li> <li>List common features of a business</li> <li>4 p's of marketing</li> <li>What constitutes a good and effective logo?</li> <li>The difference between qualitative and quantitative data</li> <li>Difference between fixed and variables to a business.</li> <li>The difference between graphical, block and text based programming</li> <li>What meaning variables names are and how to spot them?</li> </ul>	<p><b><u>New Knowledge</u></b></p> <ul style="list-style-type: none"> <li>To know what a digital graphic is and where they are used, being able to identify a range of examples.</li> <li>To know how to analyse a client brief, identifying their needs and create suitable preproduction documents for planning</li> <li>Recognise that events can control the flow of a program</li> <li>understand what copyright is and why it is important in a digital world. To be able to source and save a range of high quality assets for a media product.</li> <li>Understanding how and where apps are used in our lives</li> </ul>	<p><b><u>New Knowledge</u></b></p> <ul style="list-style-type: none"> <li>Understand what is meant by news values.</li> <li>Explain how something is deemed 'newsworthy' and evaluate which news values are most important.</li> <li>Understand what is meant by distribution</li> <li>Identify methods of news circulation</li> <li>What encryption is</li> <li>How encryption is used to keep data safe</li> <li>Identify advantages and disadvantages of digital distribution</li> </ul>

<ul style="list-style-type: none"> <li>How to explain code and use subject vocabulary when describing how it functions</li> </ul>		<ul style="list-style-type: none"> <li>Know what is meant by the term 'clickbait'</li> <li>Understand how clickbait is used to circulate news</li> </ul>
<p><b>Recalled Knowledge</b></p> <ul style="list-style-type: none"> <li>Evaluate and review own work against success criteria</li> <li>Suggest areas of development for own work</li> <li>Design principles including contrasting colours</li> <li>How to source high quality assets</li> <li>How to use advanced search techniques on Google</li> <li>How to analyse visual data from graphs to make informed decisions.</li> </ul>	<p><b>Recalled Knowledge</b></p> <ul style="list-style-type: none"> <li>Evaluate and review own work against success criteria</li> <li>Suggest areas of development for own work</li> <li>Design principles including contrasting colours</li> <li>How to source high quality assets</li> <li>How to use advanced search techniques on Google</li> <li>How to analyse visual data from graphs to make informed decisions.</li> <li>The difference between graphical, block and text based programming</li> <li>What meaning variables names are and how to spot them?</li> <li>How to explain code and use subject vocabulary when describing how it functions</li> </ul>	<p><b>Recalled Knowledge</b></p> <ul style="list-style-type: none"> <li>Design principles including contrasting colours</li> <li>Know what a target audience is and how to alter design to appeal(</li> <li>How to source high quality assets</li> <li>Evaluate and review own work against success criteria</li> <li>How to use advanced search techniques on Google</li> </ul>
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