

Computing Curriculum

Taxonomy of Computing
AL Algorithms
CS Computing Systems
CM Creating Media

DD Design & Development
DI Data & Information
IT Impact of Technology

NW Networks
PG Programming
SS Safety & Security



7. Artificial Intelligence IT
 How can AI be applied.
 What are the issues with AI?



8. Legal Issues DD
 What is required of media producers to comply with legal considerations?



7. Properties of Media Files DD
 How does the file form choice relate to the use and context of the file?

KS5



6. Images & Sound DI
 How does is sound and images created by a computer?



5. Problem Solving AL
 Can you apply your computational thinking knowledge to solve problems?



5. Testing DD
 Can you use techniques to test your IDM works as intended?



6. Distrubution Platforms DD
 How does the characteristics of platforms affect the selection of the final product?



3. Debugging PG
 What methods can be used to debug a program?



4. Impact of Computer Science IT
 What impact does computer science have on the wider world?



4. Save and Export CM
 Can you save your IDM appropriately



3. Creating IDM CM
 Can you used tools to create an IDM?



2. Technical Skills CM
 Can you use software to create assets for your product?



2. The Internet of Things NW
 How is data directed across a network?



1. Subprograms PG
 Can you create functions and procedural programs?



13. Resources CM CS
 How are hardware and software used to create digital media?



1. Planning DD
 Can you plan your interactive digital media product?

11



11. Programming Turtle PG
 Can you produce a program that can draw polygons?



12. Wired & Wireless Networks NW
 How do computers connect to each other?

11



12. Features of Conventions DD
 How do types of interface differ between products?



11. Types of Interactive Digital Media DD
 How is the format of digital media linked to the purpose and audience?



10. System Security NW SS
 What are the risks of a cyberattack?



9. Programming Files PG
 How does a computer read and write to files?



8. Software CS
 What types of software does a computer use?



8. Tools & Techniques DD
 Cab you use a range of tools and techniques to create a visual identity and assets?



10. Save and Export CM
 What techniques are used to save and export products?



6. Systems Architecture CS
 How do the components of a computer work together?



7. Data Structures PG DI
 How does a computer search lists of data?



7. Purpose of Visual Identity CM
 How is a visual identity used to communicate the nature of a brands business?



6. Documents used to design DD
 What documents need to be produced prior to creating a media product?



5. Programming Iteration PG AL
 How does a computer store data and repeat instructions?



4. Data Mathematics DI
 How does a cmptuer carry out mathematics?



4. Media Codes DD
 How are codes used to convey meaning and create impact/ engage audiences?



5. Work Planning DD
 How are workplans used to manage time, tasks, activities and resources?



2. Data Representation DI
 How does a computer communicate?



3. Programming Selection PG AL
 How does a computer make logical decisions?



3. Audience Demographics DD
 How does audience demographics influence the design of media products?



2. Purpose and Requirements DD
 How is style, content and layout adapted to meet different purposes

Option: GCSE Computer Science

10

5. Computational Thinking AL IT
 Can you develop your problem solving skills by creating algorithms



1. Python Basics PG
 Are you able to create Python programs with basic inputs and outputs



1. Media Industry, Sectors & Products DD
 How are the sectors of the media industry evolving?

10

Option: Creative iMedia



4. Graphic Design CM DD
 Can you develop your graphic design skills to create digital assets



3. Python Programming PG
 Can you be a computer scientist and write simple text based programs?



2. The Media Industry CM
 What are the sectors and jobs within the media industry?



3. Networking NW
 Do you know how the Internet and the WWW work together?



4. Physical Computing PG AL
 Can you be a computer scientist and write programs that interacts with hardware?



5. Computer Systems CS DI
 Do you know how a computer functions? What are the dilemmas with Artificial Intelligence?

9



2. Creating Multimedia DD CM
 Can you be a multimedia developer and create a multimedia product?



3. Endangered Animals CM
 Can you use media to persuade the world to save the animals?



1. Computer Safety NW SS
 How do you stay safe online?

8

7



1. Theory of Graphics DD
 Do you know why the media use certain colours and typography?



0. Computer Safety SS
 How do you stay safe online?



2. Programming Essentials PG CS
 Can you be a computer scientist and program in Scratch?

KS3 Computing Curriculum

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AL
IT

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CM **DD**

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4. Physical Computing

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PG **AL**

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CS **DI**

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PG **CS**

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2. The Media Industry

What are the sectors and jobs within the media industry?

CM

1. Cyber Security

How valuable is data?
How and why do cybercriminals want/ use it?

SS

NW

1. Computer Safety

How do you stay safe online?

NW **SS**

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KS4 Computing Curriculum

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