Curriculum Overview: Computing & iMedia

Exam Board: OCR

St JAMES ACADEMY Dudley

	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
7	**Ready 4 Work** ○ Efficient use of Offices software. ○ The difference between Cloud based and Local ways of working.	**Building Blocks** ○ How to create a functioning program. ○ The features of a good program. ○ How and why programs are tested.	**Let's Calculate** ○ How formulas are used to improve efficiency. ○ The other reasons people use formulas. ○ The use of spreadsheets and formulas in industry.	**It's a Mystery** ○ How multimedia products are created. ○ How can products be created ○ How can interactivity enhance a product?	**3D Modelling** ○ Why are 3D models used before a product is created? ○ Where 3D models are used in industry and why.	**Project: Micro:Bit** ○ How programming code can be transferred between devices. ○ How code is compiled to carry out specific tasks.
8	**Beat the Hacker** ○ How to recognise an online scam. ○ The advice that can be given to people who think they are victims of online scams.	**3D Animation** ○ How assets can be combined and refined to form a final product. ○ How and why animations are exported from editing software?	**Building Blocks+** ○ How computer programs are sequenced. ○ How to use loops within a computer program.	**Connect** ○ The benefits and drawbacks of wired and wireless connections. ○ How binary numbers are converted to a denary and vice versa.	**Algorithms** ○ How algorithms are represented. ○ The purpose of an algorithm. ○ The elements that make up a computer system.	**Project: Branding** ○ How branding can be achieved. ○ Why businesses create a brand. ○ The reasons brands often sell for a higher price.
9	**HTML & Web Design** ○ How tags are used to create webpages. ○ The features of a good website. ○ How websites can be tested.	**Data Science** ○ The benefits and drawbacks of using a computer database over a paper-based system. ○ How to carry out a database query.	**Goodbye Blocks** ○ The difference functions within Python. ○ The different data types in Python. ○ How Python code can control a turtle.	**The App Store** ○ How apps are used in real life. ○ The features of a good app. ○ How interactivity can be used to enhance an app for an end user.	**Image Manipulation** ○ How can images be manipulated. ○ Why are images manipulated in real life and for what reasons?	**Project: IT Impact** ○ The positive and negative impacts IT has had on life and the environment. ○ How the negative impacts of IT can be reduced.
10	**Creative iMedia R094** ○ The format a visual identity can take (logo etc.). ○ Why organisations create a visual identity. ○ Real example visual identities from industry.	**Creative iMedia R094** ○ How to create/build a visual identity for a given scenario. ○ Justification of design choices made for own visual identity.	**Creative iMedia R094** ○ How to source and repurpose assets for a final product. ○ How to implement a visual identity within promotional material (product).	**Creative iMedia R094** ○ How to combine assets for a final product. ○ How to justify the final design choices for a promotional product.	**Creative iMedia R097** ○ The features of an interactive multimedia product. ○ How an interactive multimedia product can be planned.	**Creative iMedia R097** ○ The different needs of the audience, designer and client. ○ How a client's requirements can be interpreted.
11	**Creative iMedia R097** ○ Storing and sourcing assets for a multimedia product. ○ How assets can be repurposed for use in a multimedia product (and why).	**Creative iMedia R097** ○ Combining assets to create a final product. ○ How to export a product as a suitable file format (and the reasons for choice).	**Creative iMedia R093** ○ Roles, products & activities within the media industry. ○ Audience and purpose of media products. ○ Interpreting client requirements.	**Creative iMedia R093** ○ The importance of and types of research used in Creative iMedia. ○ Media codes; their differences and their uses within media products.	**Creative iMedia R093** ○ The different pre-production documents and their use when planning media products. ○ The contents of different pre-production.	**Creative iMedia R093** ○ Exam preparation and final exam drills.

Implementation is driven through our 4 TLPs: Sequencing, Scaffolding & Modelling, Questioning, Reviewing Material and Stages of Practice