Curriculum Plan Overview – ICT

YEAR 7					
Autumn HT1	**Autumn HT2**	**Spring HT3**	**Spring HT4**	**Summer HT5**	**Summer HT6**
E-Safety This unit provides students with opportunities to develop knowledge, understanding and skills in: ● Using social media safely ● Understanding how to report issues that develop on social media ● Understanding the laws and regulations that govern sexual content and relationships. ● Being able to identify risks before they develop. **Overview of knowledge,** **understanding and skills (Key Concepts)** ● Understanding online dangers. ● Being able to identify dangerous situations. ● Behaving safely and responsibly online. ● Social Media ● Sexual Content ● Sexting ● Healthy Relationships ● Grooming Knowledge learned in this unit is around **hardware, online safety, target audience and problem solving.**		**An Hour of Code** This unit provides students with opportunities to develop knowledge, understanding and skills in: ● Using a wide range of different functions ● Ability to use effective instructions in order ● Understanding loops **Overview of knowledge,** **understanding and skills (Key Concepts)** ● Block coding ● Loops ● Repeat ● Functions ● Instructions Knowledge learned in this unit is around **graphic skills, hardware, problem solving, programming, software and planning and production.**	**Theme Park Map** This unit provides students with opportunities to develop knowledge, understanding and skills in: ● Use of graphic software to an acceptable/good level ● Understanding the purpose of digital graphics **Overview of knowledge,** **understanding and skills (Key Concepts)** ● Using Serif Draw Plus to create a set of graphics ● Taking a graphic through all 3 phases of production (pre, production and post) ● Understanding Digital Graphics ● Using Graphic Software (Serif Draw Plus) ● Being able to use a mouse and keyboard effectively ● Understanding the 3 stages of production. Knowledge learned in this unit is around **graphic skills, hardware, problem solving, programming, software and planning and production.**	**Binary** This unit provides students with opportunities to develop knowledge, understanding and skills in: ● Translating Binary into letters ● Translating letters into binary ● Understanding Binary **Overview of knowledge,** **understanding and skills (Key Concepts)** ● 1 is on, 0 is off. ● 8 bits in a byte ● Ascii Table ● Understanding computer functions ● Understanding on and off switches Knowledge learned in this unit is around **programming and problem solving.**	**Media** This unit provides students with opportunities to develop knowledge, understanding and skills in: ● What is the media? ● What do the media do? ● How can we analysis characters? ● What is a target audience? **Overview of knowledge,** **understanding and skills (Key Concepts)** ● Knowing and understanding physical and non-physical characteristics ● Knowing about media bias and methods ● Understanding effective media documents including newspapers, magazines and posters. ● Concept of target audience ● Understanding what a character is Knowledge learned in this unit is around **programming and problem solving.**

Curriculum Plan Overview – ICT

YEAR 8					
Autumn HT1	**Autumn HT2**	**Spring HT3**	**Spring HT4**	**Summer HT5**	**Summer HT6**

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E-Safety

This unit provides students with opportunities to develop knowledge, understanding and skills in:
- Using social media safely
- Understanding how to report issues that develop on social media
- Understanding the effects smartphones have on your life
- Able to identify risks before they develop and knowing how to keep safe online.

Overview of knowledge, understanding and skills (Key Concepts)

- Cyberbullying
- Social Media
- Grooming
- Smartphones
- Passwords

Knowledge learned in this unit is around **online safety, problem solving, hardware and software.**

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Google Applied Skills

This unit provides students with opportunities to develop knowledge, understanding and skills in:
- Using a range of Google based software
- Being able to identify suitable Google software's for specific purposes.

Overview of knowledge, understanding and skills (Key Concepts)

- Software
- Problem Solving
- Target Audience

Knowledge learned in this unit is around **online safety, problem solving, hardware and software.**

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Music Festival Project

This unit provides students with opportunities to develop knowledge, understanding and skills in:
- Understanding what makes media effective
- Creating an effective logo
- Creating an effective poster
- Creating an effective video advert
- Knowing how to produce products for a specific target audience

Overview of knowledge, understanding and skills (Key Concepts)

- Planning
- Graphic Skills
- Visualisation Diagram
- Target Audience
- Video editing
- Digital Graphics

Knowledge learned in this unit is around **target audience, graphic skills, hardware, software, planning and production.**

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Python

This unit provides students with opportunities to develop knowledge, understanding and skills in:
- Programs using print
- Programs using loops
- Programs using integers
- Programs using IF and ELIF statements

Overview of knowledge, understanding and skills (Key Concepts)

- Print
- Functions
- Loops
- Integers
- Inputs
- If Statements
- Elif Statements

Knowledge learned in this unit is around **software, programming, planning and production, target audience.**

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Podcasting

This unit provides students with opportunities to develop knowledge, understanding and skills in:
- Using Audacity
- Recording Audio
- Editing Audio
- Audio sound effects
- Producing a podcast
- Target audience

Overview of knowledge, understanding and skills (Key Concepts)

- Planning
- Recording
- Audio Editing

Knowledge learned in this unit is around **software, programming, planning and production, target audience.**

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Curriculum Plan Overview – ICT

YEAR					
Autumn HT1	**Autumn HT2**	**Spring HT3**	**Spring HT4**	**Summer HT5**	**Summer HT6**
Online Safety This unit provides students with opportunities to develop knowledge, understanding and skills in: ● Able to identify a wide range of threats when using digital devices. ● Able to identify solutions and preventative measures to the wide range of threats. **Overview of knowledge, understanding and skills (Key Concepts)** ● Hacking ● Spyware ● Phishing ● Firewalls ● Passwords ● Viruses Knowledge learned in this unit is around **hardware, software, online safety.**	**Comic Production** This unit provides students with opportunities to develop knowledge, understanding and skills in: ● Comic research including key areas such as audience, genre and characteristics. ● Creating an effective comic. **Overview of knowledge, understanding and skills (Key Concepts)** ● Characteristics ● Physical & Non-Physical ● Target Audience ● Genre ● Planning a Comic ● Creating a Comic Knowledge learned in this unit is around **hardware, software, planning & production, digital graphics, problem solving.**	**Careers** This unit provides students with opportunities to develop knowledge, understanding and skills in: ● Identifying potential careers based on ICT skills ● Identifying and exploring post 16 options ● Creating a Personal Statement **Overview of knowledge, understanding and skills (Key Concepts)** ● ICT skills within employment ● Developing students own ICT skills ● Know how ICT at Beacon Academy set you up for employment. ● ICT based careers ● Creating a Personal Statement Knowledge learned in this unit is around **hardware, software, planning & production, problem solving.**	**Media** This unit provides students with opportunities to develop knowledge, understanding and skills in: ● Being able to identify and explain different visual codes ● Explaining how target audience effects product designs ● Be able to discuss and explain representation within the media **Overview of knowledge, understanding and skills (Key Concepts)** ● Visual Codes ● Understanding target Audience ● Representation Knowledge learned in this unit is around **hardware, software, planning & production, digital graphics, problem solving.**	**Pre-Production** This unit provides students with opportunities to develop knowledge, understanding and skills in creating and understanding the purpose of 'moodboards', mind maps, visualisation diagrams, storyboards and wireframe diagrams. **Overview of knowledge, understanding and skills (Key Concepts)** ● Mood boards ● Mind maps ● Visualisation Diagrams ● Storyboards ● Wire Frames Knowledge learned in this unit is around **hardware, software, target audience, digital graphics, problem solving and planning and production.**	**Pre-Production** This unit provides students with opportunities to develop knowledge, understanding and skills in creating a logo and poster for Metamoda that meets the client brief in every element. **Overview of knowledge, understanding and skills (Key Concepts)** ● Purpose ● Audience ● Client Briefs Knowledge learned in this unit is around **hardware, software, target audience, digital graphics, problem solving and planning and production.**

Curriculum Plan Overview – ICT

YEAR 10 – CAMNAT CREATIVE iMEDIA		
Autumn Term	**Spring Term**	**Summer Term**

Autumn Term	Spring Term	Summer Term
<u>Visual identity and digital graphics</u> In this unit students will learn to how to develop visual identities for clients and use the concepts of graphic design to create original digital graphics to engage target audiences. Including: ● Develop visual identity ● Plan digital graphics for products ● Create visual identity and digital graphics. **<u>Overview of knowledge, understanding and skills (Key Concepts)</u>** Pupils will look at all the key elements, properties and the knowledge of a variety of different graphics in order to develop their understanding of them in preparation of creating a portfolio of graphics based on a scenario. ● Purpose, features, elements and design of visual identity ● Graphic design concepts and conventions ● Techniques to plan visual identity and digital graphics ● Tools and techniques to create visual identity and digital graphics ● Technical skills to source, create and prepare assets for use within digital graphics. ● Techniques to save and export visual identity.	**<u>Visual identity and digital graphics</u>** Pupils will break down the planning of the coursework scenario so that all elements and requirements are met. Pupils will look at transferable skills (workplans, understanding the client requirements etc) to build up the planning ahead of the creating of the different products. **<u>Overview of knowledge, understanding and skills (Key Concepts)</u>** Pupils use a variety of skills and techniques to create a portfolio of graphical products and create a final product for the client, based on the brief. Pupils evaluate the products that they have created and discuss how they could be improved to make them more fit for purpose.	**<u>Characters and comics</u>** In this unit you will learn how to plan, create and review comics which contain original characters. Including: ● Plan characters and comics **<u>Overview of knowledge, understanding and skills (Key Concepts)</u>** Pupils use a variety of skills and techniques to plan characters and comics including: ● Character features and conventions ● Conventions of comics ● Pre-production and planning documentation including client requirements and audience demographics.	**<u>Characters and comics</u>** In this unit you will continue to learn how to plan, create and review comics which contain original characters. Including: ● Creating characters and comics ● Reviewing characters and comics. **<u>Overview of knowledge, understanding and skills (Key Concepts)</u>** Pupils will produce work to demonstrate their skills in: ● using techniques in the software to create characters, ● edit or create assets and then ● create a comic They will also then review characters and comics: ● Check ● Review ● Offer improvements and further developments to the final product. ● Consider appropriateness of the comic for audience, purpose and client.

Note: The Spring Term column is split into two sub-columns in the original; the left sub-column contains "Visual identity and digital graphics" content and the right sub-column contains "Characters and comics" content.

Curriculum Plan Overview – ICT

YEAR 11 – CAMNAT CREATIVE iMEDIA		
Autumn Term	**Spring Term**	**Summer Term**
Creative iMedia in the media industry In this unit students will learn about the media industry, digital media products, how they are planned, and the media codes which are used to convey meaning, create impact and engage audiences. Including: ● The media industry ● Factors influencing product design ● Pre-production planning ● Distribution considerations. **Overview of knowledge, understanding and skills (Key Concepts)** Pupils will develop their knowledge and understanding in the following areas the media industry, job roles in the media industry, how style, content and layout are linked to the purpose, client requirements and how they are defined, audience demographics and segmentation, research methods, sources and types of data and media codes used to convey meaning, create impact and/or engage audiences.	**Creative iMedia in the media industry** This is a recap of all the exam content with the exam coming up. **Overview of knowledge, understanding and skills (Key Concepts)** Pupils will continue to recap and develop knowledge in: ● Media industry sectors and products ● How style, content and layout are linked to the purpose. Client requirements. ● Audience demographics and segmentation. ● Media codes sued to convey meaning, create impact and engage. ● Work planning and documents used. ● Distribution platforms and media to reach audiences. ● Job roles in media. ● Legal issues that affect media	Students work has been submitted for moderation during this term. The course is completed.