



Queensway

ICT / IMEDIA



Curriculum Hours		Class Details		Assessments	Exam Board
Sec	x periods per week	G3=7 (Nurture)	G4=7 (Nurture)	Yr 7 = Foundation Year End of unit Assessments	N/A
		NT	NT		
		G5=7 (Yr8/9)	G6=5 (Yr8/9)	Yr 8/9 = End of unit assessments when appropriate	N/A
		NT	NT		
		G7=9 (Yr10) G8=5 (Yr11)	NT NT	Yr 11 = OCR Creative iMedia Level 1 / 2	EDUQAS OCR

Secondary Curriculum

	Year 7	Year 8	Year 9	Year 10	Year 11
AT1	Esafty & Blogging	Creating a Video PG Online	Skills Project	iMedia Digital Graphics	Digital Sound
AT2	Computer Basics PG online (Understanding computers)	Kodu PG Online	Building and Computer	iMedia Digital Graphics	Digital Sound
SP1	Spreadsheet - Basics	Spreadsheets - advanced PG Online	Databases PG Online	Preproduction Skills	Preproduction Skills/Exam Prep
SP2	Algorithms & Programming (Scratch)	Microsoft Applications	Creative iMedia Introduction	Preproduction Skills	Preproduction Skills/Exam Prep
SU1	The Future of Technology	Graphics PG Online	iMedia Digital Graphics/Preproduction Skills	Digital Photography	
SU2	Animation (Pivot)	Digital Sound- Sound Manipulation in Audacity		Digital Photography	

Other Info

In Key Stage 3 we deliver the National Curriculum Computing programme of study. Learners engage in the following areas of learning:

Understand several key algorithms

Use two or more programming languages

Understand simple Boolean logic

Understand the hardware and software components that make up computer systems

Understand how instructions are stored and executed within a computer system

Undertake creative projects that involve selecting, using, and combining multiple applications

Create, re-use, revise and re-purpose digital artefacts for a given audience

Understand a range of ways to use technology safely, respectfully, responsibly and securely

In Key Stage 4 Creative iMedia are media sector-focused units, including: film/television, web development, gaming and animation, digital photography and sound and have ICT at their heart. They provide knowledge in a number of key areas in this field from pre-production skills to digital animation and have a motivating, hands-on approach to both teaching and learning.

