Year	Autumn	Spring	Summer
7	**E-Safety** including cyber bullying and digital footprints. **Office Skills** including email, Teams and online systems use.	**E-Safety** including cyber bullying and digital footprints. **Introduction to Computer Systems** including hardware, software, storage devices, networks and network security.	**E-Safety** including cyber bullying and digital footprints. **Photoshop**, looking at image manipulation in the media and using skills learnt to create an image based on a given scenario. **Scratch**, a block-based visual programming language where students learn coding concepts and develop a game based around the classic PONG theme.
8	**E-Safety** including body image and social media. **Intermediate Computer Systems** including binary, sorting algorithms, network topologies, computer logic and data representation.	**E-Safety** including body image and social media. **Vector Graphics** including digital graphic properties, branding and image editing skills.	**E-Safety** including body image and social media. **GameMaker**, a high-level visual programming language where students learn coding concepts, basic scripting and develop a maze game of their own theme, similar to that of PAC MAN.

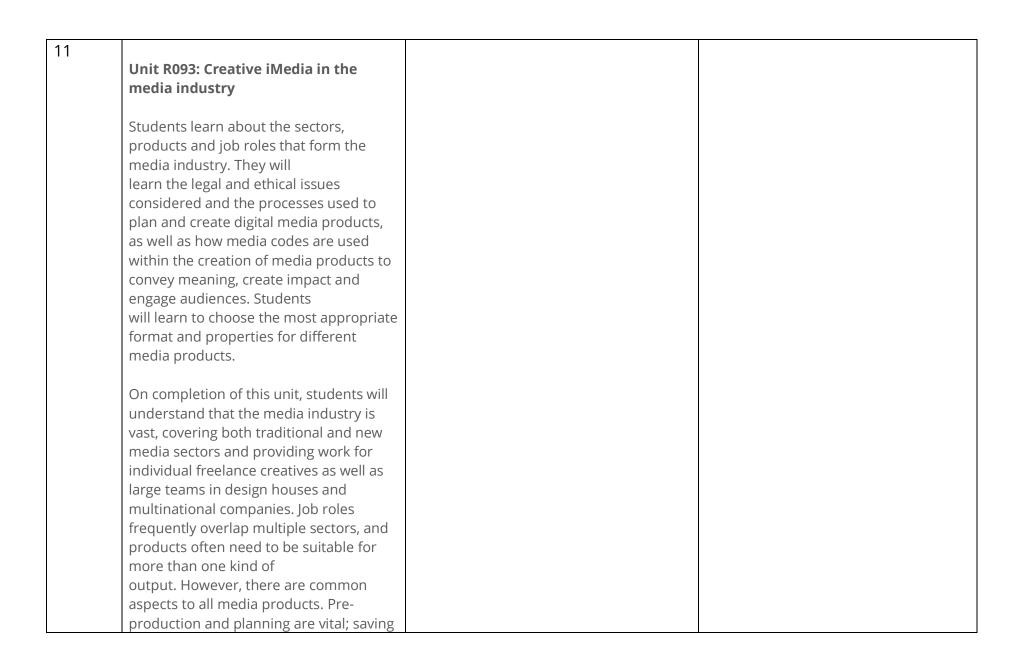|			
		Cyber Security, discovery of techniques that cybercriminals use to steal data, disrupt systems, and infiltrate networks.	
9	**E-Safety** including grooming, inappropriate content and messaging. **Python** including sequence, selection, iteration and string manipulation.	**E-Safety** including grooming, inappropriate content and messaging. **Photoshop**, looking at image manipulation in the media and using skills learnt to create an image based on a given scenario.	**E-Safety** including grooming, inappropriate content and messaging. **Digital Literacy Skills,** students will be empowered with knowledge and skills to enable them to be exceptional digital citizens of today's digital world.
10	**Unit R094: Visual identity and digital graphics** Students learn how to develop visual identities for clients. Applying the concepts of graphic design to create original digital graphics which incorporate your visual identity to engage a target audience. On completion of this unit, students will understand that identity is a vital component of any business, product or brand. A visual identity communicates	**Unit R095: Characters & Comics** In this unit, students learn how to design and create original characters and produce a multi-page comic. They explore the features and conventions of comics, develop their own character ideas, and gain practical skills in digital illustration and comic layout. Students also learn about pre-production planning, including how to interpret a client brief, plan their work, and review their finished product. This unit encourages creativity, technical skills, and an understanding of how comics are used in the media industry. By the end,	**Unit R093: Creative iMedia in the media industry** Students learn about the sectors, products and job roles that form the media industry. They will learn the legal and ethical issues considered and the processes used to plan and create digital media products, as well as how media codes are used within the creation of media products to convey meaning, create impact and engage audiences. Students

	values and core principles to the consumer, user or customer. It makes a brand recognisable and helps sell a product or idea to a Target audience. Logos, shapes, typography, colour theory and composition are all used to generate visual identities which work across different platforms and media, and user interface and experience are key considerations in the design process.	students will have produced a complete comic, showcasing their ability to plan, create, and evaluate a digital media product.	will learn to choose the most appropriate format and properties for different media products. On completion of this unit, students will understand that the media industry is vast, covering both traditional and new media sectors and providing work for individual freelance creatives as well as large teams in design houses and multinational companies. Job roles frequently overlap multiple sectors, and products often need to be suitable for more than one kind of output. However, there are common aspects to all media products. Pre-production and planning are vital; saving clients time and money and enabling creatives and designers to charge appropriately for their services. Products also make use of similar media codes to convey meaning, create impact and engage audiences.

| 11 | **Unit R093: Creative iMedia in the media industry**

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Curriculum Overview – IMedia- Biddick.