SCHS Computing/iMedia Learning Journey

No matter what you progress onto-
The skills you learn will prepare you for the future



Progression to next stage of learning:
A Levels, Cambridge Technicals in Creative iMedia an apprenticeship.
A career as a Game Developer, Graphic Designer, Comic book creater and more.

You'll cover...how media products get their meaning across, create impact and appeal to people

R093 Creative iMedia in the media Industry (Exam 40%)

Building a future through practical skills

- Analytical skills
- Digital presentation skills
- Creative Thinking
- Problem solving
- Planning
- Research



You'll cover...designing and creating original characters and comics

R095 Characters and comics

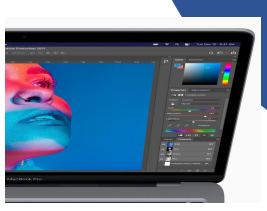
R095 NEA

11

R094 NEA

You'll cover...how to create original digital graphics for specific audiences

R004 Visual identity and digital graphics



10

9e-Topic 18: Summer 2
***You'll* cover**...*computing skills to support chosen options in preparation for KS4. Be Ready!*

17e-Topic 17: Summer 1
***You'll* cover**.. *professional image editing software creating and editing vector and raster images. Industry Recognised!*

18 Transition Project

17 Adobe Photoshop Illustrator

17-Topic Skills… working with layers, selections, masks, filters, resolution, file formats

9A-Topic 13: Autumn 1
***You'll* cover**…*creating a virtual band and developing a range of publicity material to promote their debut album and tour. Band manager!*

9b-Topic 14: Autumn 2
***You'll* cover**… *a stadium plan and a financial model. Also plan and develop a website using the prior content created Get the show on the road!*

9c-Topic 15: Spring 1
***You'll* cover**…*cybercrime and the security measures that can minimise risk. Don't become a victim!*

9d-Topic 16: Spring 2
***You'll* cover**… *textual programming and an understanding of computer science. Test and fix!*

13 Band Graphics Project



14 Band Website Stage Plan

15 Cyber Security



16 Computer Science

9

13-Topic Skills...
Creativity
Independency
Application
Repurposing
Editing

14-Topic Skills...Data Handling
Wireframes, House style

15-Topic Skills…
Scam, Protecting Data, Misuse, Copyright, Safety

16-Topic Skills.. Binary, Encryption, Networks, Python and Python Turtle

12-Topic Skills…
Mind Maps
Scripts
Storyboards
Moodboards
Comic elements
Storylines
Characters

8e-Topic 11: Summer 1
***You'll* cover**… *how computers work including binary. Easy as 1+1=10 !*

8d-Topic 10: Spring 2
***You'll* cover**… *block building code to create a game using more advanced features. Go!*

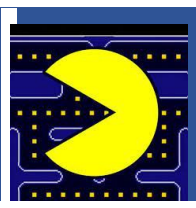
8c-Topic 9: Spring 1
***You'll* cover**… *how to use technology in a positive way and how to report any concerns. Stay safe !*

12 Creating Comics





11 Understanding Computers



10 Advanced Coding in Scratch

9 Responsible Internet Use

8f-Topic 12: Summer 2
***You'll* cover**… *planning and creating a comic strip for a given scanario (Cybersafety). WOW !*

11-Topic Skills… Elements, Input, Output, Storage, Tropologies, Binary

10-Topic Skills... Lives, Levels, Operators, Variables, Code

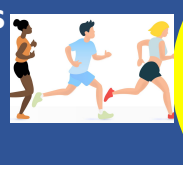
8-Topic Skills.. Navigation, themes, interactive components

7e-Topic 5: Summer 1
***You'll* cover**… *flowcharts to create a variety of control systems using computational thinking to solve a problem. Get thinking !*

6-Topic Skills.. Promotion, forms, photography, research, Audience

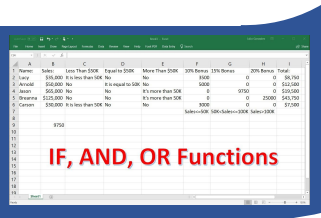
8a-Topic 7: Autumn 1
***You'll* cover**…*creating a fully functioning quiz on a spreadsheet Quiz master !*

6 Sports Day Project



8

7 Creating Quizzes Spreadsheets



8 Web Development

5-Topic Skills..
Flowcharts
Problem solving
Real world solutions
Control systems

7f-Topic 6: Summer 2
***You'll* cover**…*a range of application to effectively present information for a given audience. Skills!*

7-Topic Skills.. If/countif formula, Conditional formatting,

8b-Topic 8: Autumn 2
***You'll* cover**… *planning & developing a website. Professional !*

5. Flow-Charts

7

4-Topic Skills..
Formatting cells
Using Formula
Longer formulas
Functions
Charts and Models

3-Topic Skills.. Social media
Email, web searches, security

2-Topic Skills.. Game environments
Control, scoring systems, enemies, levels

7a-Topic 1: Autumn 1
***You'll* cover**… *to use all of the school systems. Get started !*

4. Data Handling

3. Using Computers Safely Responsibility Effectively

2 Coding in Kodu

1a.Understanding school systems 1b Creating an IMP

7d-Topic 4: Spring 2
***You'll* cover**… *how to use the different functions and formulas within a spreadsheet to handle and represent data. Really useful skill for the future !*

7c-Topic 3: Spring 1
***You'll* cover**… *how to use technology safely, responsibly and effectively. Learn !*

7a-Topic 2: Autumn 2
***You'll* cover**… *tile based coding (when and do) to develop games using some advanced features within Kodu. Have Fun !*

7b-Topic 1: Autumn 1
***You'll* cover**… *creating an IMP about yourself using a range of interactivity in a linked presentation. Be creative !*