

Middlewich High School Enterprise Department – 5 Year Curriculum Journey.

Computing KS3 Curriculum.	Autumn 1 7 Wks	Autumn 2 7wks	Spring 1 7wks	Spring 2 5wks	Summer 1 6wks	Summer 2 7wks
Year 7	<u>Digital Literacy</u> Introduction to effectively using the basics.	<u>Spreadsheets</u> How to use Spreadsheets as models with the use of basic formulas	<u>Internet Safety</u> How to be safe using the internet.	<u>Databases</u> How to use databases to store and search for information	<u>Graphic Design</u> How do businesses use advertising to attract customer attention	<u>Emerging Technology</u> What is technology and how will new technology effect society
Year 8	<u>Data Representation</u> To understand binary and how to convert binary to denary	<u>HTML</u> How to write HTML code to create a structured website	<u>Website</u> How to create a website to attract a target audience.	<u>Flowcharts</u> How do flowcharts allow for structured sequencing of instructions	<u>Animation</u> How to create an effective animation for an audience.	<u>Python</u> How to write structured lines of code to create outcomes.
Year 9	<u>System Architecture</u> How do the different parts of a PC communicate? Networks and the internet	<u>Comic Strip</u> How to create a comic strip to inform a target audience.	<u>Spreadsheets</u> How to use Spreadsheets as models with the use of complicated formulas	<u>Graphic Design</u> Creating a Digital Graphic	<u>Algorithms</u> How to write structured lines of code to create effective outcomes.	<u>Pathway to Success</u> Building an understanding of skills for tomorrow
Year 10 Creative IMedia	<u>R094</u> NEA Assessment <u>R093</u> How style, content and layout are linked to the purpose	<u>R093</u> Clients and Target Audience Media codes to convey meaning	<u>R094</u> Purpose, elements and concepts of visual identity for a business	<u>R094</u> Generation of visual identity ideas and concepts	<u>R093</u> Media codes used to convey meaning, create impact and/or engage audiences	<u>R093</u> Media industry sectors and products
Year 11 Creative IMedia	<u>R093 Theory</u> Planning Documents – recap Distribution platforms	<u>R093 Theory</u> Properties and file types Sources of research <u>R095 - NEA 2</u> Characters and Comics	<u>R095 - NEA</u> Features and conventions Client and target audience Hardware and Software Pre-production	<u>R095</u> Assets Final product Review	<u>R093</u> Revision	