

The Computing Learning Journey

Key Stage 3 Computing

Key Stage 3						
Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 7	7.1 Collaborating online respectfully	7.2 Networks	7.3 Using media to gain support for a campaign	7.4 Modelling spreadsheets	7.5 Programming essentials Scratch Part 1	7.6 Programming essentials Scratch Part 2
Year 8	8.1 Developing for the Web	8.2 Representations: Clay to Silicon	8.3 Mobile App Development	8.4 Computer Systems	8.5 Introduction to Python	8.6 Media Vector graphics
Year 9	9.1 Python with sequencing	9.2 Media Animations	9.3 Data Science	9.4 Cybersecurity	9.5 Physical Computing	9.6 Representations going audio visual

GCSE Computer Science

Year 10: Year 9 – 11, 2021 – 2024

Key Stage 4 OCR GCE in Computer Science								
Year Group	Autumn 1		Autumn 2		Spring 1	Spring 2	Summer 1	Summer 2
Year 9	1.2 Data Representation		1.1		2.1	2.2		1.2
Year 10	1.3		2.5		2.2		2.3	2.2 Programming Project
Year 11	2.4	1.4	1.5	Mock Exam Prep	1.6	Revision Preparation for Exams		

Year 11: Year 9 – 11, 2020 - 2023

Key Stage 4 OCR GCE in Computer Science									
Year Group	Autumn 1		Autumn 2		Spring 1	Spring 2	Summer 1	Summer 2	
Year 9	1.2 Data Representation		1.1		2.1	1.2	2.2		
Year 10	1.3				2.2		2.3	2.2 Programming Project	
Year 11	2.4	2.5	1.4	1.5	Mock Exam Prep	1.6	Revision Preparation for Exams		

Key:

1.1 Systems architecture

1.2 Memory and storage

1.3 Computer networks, connections and protocols

1.4 Network security

1.5 Systems software

1.6 Ethical, legal, cultural and environmental impacts of digital technology

2.1 Algorithms

2.2 Programming fundamentals

2.3 Producing robust programs

2.4 Boolean logic

2.5 Programming languages and Integrated Development Environments

OCR iMedia 2022 Specification (transitional group – year 9 and 10)

Key Stage 4: OCR National iMedia (2022+)						
Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 9	R093: 1.1: Media industry sectors and products	R093: 1.2 Job roles in the media industry	R093: 2.1 How style, content and layout are linked to the purpose. R093: 2.2: Client requirements and how they are defined	R093: 2.3: Audience demographics and segmentation R093 2.4: Sources of research and types of research data	R093: 2.5: Media codes used to convey meaning, create impact and/or engage audiences R093: 3.2: Documents used to support ideas generation	R093: 3.3: Documents used to design media products R093: 3.4.2: intellectual property rights
	Skill building in Photoshop					
Year 10	R093: Work planning and documents used to support ideas generation R094: 1.1: Purpose, features, elements and design of visual identity R094 2.1: Graphic design concepts and conventions R094 2.2: Properties of digital graphics and use of assets R094: 2.3: Techniques to plan visual identity and digital graphics	R094 3.1: Tools and techniques to create visual identity and digital graphics R094 3.2: Technical skills to source, create and prepare assets for use within digital graphics R094 3.3: Techniques to save and export visual identity and digital graphics (integrated R093: TA4 distribution considerations and file formats)	R094: NEA Assessment (working on) With revision of R093		R095: TA1 Introduction (with R093 key content embedded) R095 : 1.1: Character features and conventions R095: 1.2: Conventions of comics R095 1.3: Resources required to create character and comics	R095: 1.4.: Pre-production and planning documentation and techniques for characters and comics

OCR iMedia 2022 Specification (transitional group – year 11)

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 11	<p>R095: 2.1: Techniques to obtain, and create components within comics</p> <p>R095: 2.2: Technical skills to create comics</p>	<p>R095 2.3: Techniques to save and publish characters and comics</p> <p>R095: 3.1: : Techniques to check and review characters and comics</p> <p>R095: 3.2: Improvements and further developments</p>	<p>R095: NEA Assessment (Working on)</p>	<p>R093: Distribution platforms and media to reach audiences 4.1</p> <p>R093: 4,2: Properties and formats of media files (TA4)</p> <p>R093: 3.4.1:: The legal issues to protect individuals</p>	<p>R093: Revision and mock papers/tests</p> <p>R093: Examination (Terminal unit)</p>	

OCR iMedia 2022 Specification (2 year Key Stage 4) – Year 10

Key Stage 4: OCR National iMedia (2022+)						
Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 10	<p>R093: 1.1: Media industry sectors and products</p> <p>R093: 2.1 How style, content and layout are linked to the purpose.</p> <p>R093: 2.2: Client requirements and how they are defined</p> <p>R093: 2.3: Audience demographics and segmentation</p> <p>R093: 2.5: Media codes used to convey meaning, create impact and/or engage audiences</p>	<p>R093: Work planning and documents used to support ideas generation</p> <p>R093: 3.2: Documents used to support ideas generation</p> <p>R094: 1.1: Purpose, features, elements and design of visual identity</p> <p>R094 2.1: Graphic design concepts and conventions</p> <p>R094 1.2: Properties of digital graphics and use of assets</p>	<p>R094: 2.3: Techniques to plan visual identity and digital graphics</p> <p>R094 3.1: Tools and techniques to create visual identity and digital graphics</p> <p>R094 3.2: Technical skills to source, create and prepare assets for use within digital graphics</p>	<p>R094 3.3: Techniques to save and export visual identity and digital graphics (integrated R093: TA4 distribution considerations and file formats)</p> <p>R094: NEA Assessment (working on)</p>	<p>R094: NEA Assessment (Submission)</p> <p>R095: TA1 Introduction (with R093 key content embedded)</p>	<p>R095: 1.1: Character features and conventions</p> <p>R095: 1.2: Conventions of comics</p> <p>R095 1.3: Resources required to create character and comics</p>
	<p>Home learning across the year: R093 2.4: Sources of research and types of research data, R093: 1.2 Job roles in the media industry.</p>					

OCR iMedia 2022 Specification (2 year Key Stage 4) – Year 11

Key Stage 4: OCR National iMedia (2022+)						
Year 11	R095: 1.4: Pre-production and planning documentation and techniques for characters and comics	R095: 2.1: Techniques to obtain, and create components within comics R095: 2.2: Technical skills to create comics	R095 2.3: Techniques to save and publish characters and comics R096: 3.1: : Techniques to check and review characters and comics R095: 3.2: Improvements and further developments	R095: NEA Assessment (Working on) R093: Distribution platforms and media to reach audiences 4.1 R093: 4,2: Properties and formats of media files (TA4)	R095: NEA Submission R093: 1.2 Job roles in the media industry R093 2.4: Sources of research and types of research data R093: 3.4 The legal issues that affect media	Revision and Terminal exam
	Home learning across the year: R093 2.4: Sources of research and types of research data, R093: 1.2 Job roles in the media industry. 3.4: legal Issues					

Level 3 IT – OCR Level 3 Cambridge Technicals in IT Extended Certificate

Key Stage 5						
Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 12	Unit 1: Fundamentals of IT		Unit 2: Global Information		Unit 3 LO1 Cyber Security	
Year 13	Teacher 1	Unit 8 Project Management				
	Teacher 2	Unit 3 Cyber Security	Pre-Release Preparation for Unit 2 and 3	Unit 9 Product Development		