

North Gosforth Academy

CURRICULUM PROGRESSION MAP: CS & iMEDIA 2021-22

WK	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
	Autumn 1 KS4: 22.9 Y9 & 10 PA1 KS4: 22.9 Y11 PA1							Autumn 2 KS4: 17.12 - Y9 PA2							Spring 3 KS4: 28.1 - Y11 PA2							Spring 4 KS4: 4.3 - Y10 PA2							Summer 5 KS4: 6.5 - Y9 PA3					Summer 6 KS4: 1.7 - Y11 PA3					
YEAR 7 - CS	<p><b>Content:</b> Intro unit - Getting started Logging in, file management, cloud computing &amp; VLE, Internet &amp; digital well-being, Graphics (vectors/bitmaps)</p> <p><b>Assessment:</b> Checking in questions (retrieval) &amp; practical tasks</p>							<p><b>Content:</b> Unit 1 - Introducing spreadsheets Formulae, replication &amp; referencing, Functions, Boolean operators, Formatting, graphs &amp; charts, Modelling</p> <p><b>Assessment:</b> Checking in questions (retrieval) &amp; challenge task</p>							<p><b>Content:</b> Unit 2 - Comp: Past, present &amp; future History of word processing, designing a leaflet, Moore's law, history of computing, learning to present &amp; future of computing</p> <p><b>Assessment:</b> Checking in questions (retrieval) &amp; various produced docs</p>							<p><b>Content:</b> Unit 3 - Programming in Scratch Intro to Scratch environment &amp; sequencing, Sequencing, Using variables, Selection, Logical operators, Iteration</p> <p><b>Assessment:</b> Checking in q's (retrieval) &amp; practical tasks</p>							<p><b>Content:</b> Unit 4 - Comp. components Computer hardware, measuring computer performance, peripherals, storage, Internet of things</p> <p><b>Assessment:</b> End of unit assessment - use of MS.</p>					<p>Additional time for unit over-runs. Highlight links to careers &amp; future KS4 subjects within the dept.  HWK - Ethics/latest news.</p>					
YEAR 8 - CS	<p><b>Content:</b> Unit 1 - Programming in Python: 1 Sequence: Computer programs, getting data from the user, data types, placeholders &amp; lists, working with lists, working with strings</p> <p><b>Assessment:</b> Checking in questions (retrieval) &amp; practical tasks</p>							<p><b>Content:</b> Unit 2 - Advanced spreadsheets Drop-down lists, VLOOKUP &amp; sorting data, check boxes, macros, logical operators &amp; REPT function.</p> <p><b>Assessment:</b> Checking in questions (retrieval) &amp; quiz project</p>							<p><b>Content:</b> Unit 3 - Algorithms Using computational thinking to solve problems, pattern recognition, using flow diagrams to solve problems.</p> <p><b>Assessment:</b> Checking in q's (retrieval) &amp; 2 challenges &amp; test</p>							<p><b>Content:</b> Unit 4 - Programming in Python: 2 Selection, Decisions using calculations, If else, Comparing strings &amp; numbers, Elif, multiple Elifs</p> <p><b>Assessment:</b> Checking in questions (retrieval) &amp; practical tasks</p>							<p><b>Content:</b> Unit 5 - Internet safety Digital footprint, passwords &amp; phishing, malware, encryption, automating encryption, keeping safe online</p> <p><b>Assessment:</b> Checking in q's (retrieval) &amp; tasks &amp; test</p>					<p>Additional time for unit over-runs. Highlight links to careers &amp; future KS4 subjects within the dept.  HWK - Ethics/latest news.</p>					
YEAR 9 - CS	<p><b>Content:</b> Unit 1 - Binary &amp; computer logic Logic gates, introducing binary, creating an app, representing text, images.</p> <p><b>Assessment:</b> Checking in q's (retrieval) &amp; tasks &amp; test</p>							<p><b>Content:</b> Unit 2 - Sound editing Intro to sound editing &amp; audacity, audio effects, planning a radio advert, creating a sound track.</p> <p><b>Assessment:</b> Checking in questions (retrieval) &amp; practical tasks</p>							<p><b>Content:</b> Unit 3 - Designing websites Basic styling using CSS, images &amp; lists, hyperlinks &amp; navigation, layout &amp; web design</p> <p><b>Assessment:</b> Checking in q's (retrieval) &amp; created website</p>							<p><b>Content:</b> Unit 4 - Networking &amp; the internet IP addressing &amp; switches, domain names &amp; DNS, packets &amp; packet switching, the Internet, connecting to the internet</p> <p><b>Assessment:</b> Checking in questions (retrieval) &amp; various produced docs.</p>							<p><b>Content:</b> Unit 5 - Programming in Python: 3 Repeating instructions, user-defined for loops, for loops &amp; strings, for loops &amp; lists, searching using loops, while loops</p> <p><b>Assessment:</b> Checking in q's (retrieval) &amp; practical tasks.</p>					<p>Additional time for unit over-runs. Highlight links to careers &amp; future KS4 subjects within the dept.  HWK - Ethics/latest news.</p>					
YEAR 1 - GCSE CS	<p><b>Content:</b> Unit 1 1.1 System architecture 1.2 Memory &amp; storage</p> <p><b>Assessment:</b> MCQ &amp; end of topic test - MCQ peer assessed; SIT feedback.</p>							<p><b>Content:</b> Unit 2 2.1 Algorithms 2.4 Boolean Logic</p> <p><b>Assessment:</b> MCQ &amp; end of topic test - MCQ peer assessed; SIT feedback on tests.</p>							<p><b>Content:</b> Unit 2 2.2. Programming fundamentals</p> <p><b>Assessment:</b> MCQ &amp; end of topic test - mini Python challenges.</p>							<p><b>Content:</b> Unit 2 2.2 Programming fundamentals 2.3 Producing robust programs</p> <p><b>Assessment:</b> MCQ &amp; end of topic test - mini Python challenges.</p>							<p><b>Content:</b> Unit 2 2.5 Programming languages &amp; integrated development</p> <p><b>Assessment:</b> MCQ &amp; end of unit test.</p>					<p><b>Content:</b> Unit 2 2.5 Programming languages &amp; integrated development environments</p> <p><b>Assessment:</b> MCQ &amp; end of unit test.</p>					
YEAR 2 - GCSE CS	<p><b>Content:</b> Unit 1 1.3 Computer networks &amp; protocols</p> <p><b>Assessment:</b> MCQ &amp; end of topic test -</p>							<p><b>Content:</b> Unit 2 2.2 Programming fundamentals in preparation for the NEA</p> <p><b>Assessment:</b> Students track progress for</p>							<p><b>Content:</b> Unit 2 2.2. Programming fundamentals (Completion of the NEA)</p> <p><b>Assessment:</b> MCQ &amp; end of topic test.</p>							<p><b>Content:</b> Unit 1 1.4 Network security 1.5 Systems software</p> <p><b>Assessment:</b> MCQ &amp; end of topic</p>							<p><b>Content:</b> Unit 1 1.6 Ethical, legal, cultural &amp; environmental impacts of digital technology</p> <p><b>Assessment:</b> MCQ &amp; end of topic</p>					<p><b>Content:</b> Review of all content Y10 - computer system &amp; computational thinking to practice exam style questions.</p> <p><b>Assessment:</b> Practice questions. Exam.</p>					

YEAR 1	MCQ peer assessed; SIT feedback on tests.	programming skills against checklist & activities.		test - MCQ peer assessed; SIT.	test - SIT.	
YEAR 1 - iMedia	<p><b>Content:</b> Introduction to iMedia R081 - exam topics Types of pre-production documents Planning pre-production of a media product</p> <p><b>Assessment:</b> Feedback provided within student booklets; past exam questions</p>	<p><b>Content:</b> R081 - exam topics Properties &amp; limitations of file formats Reviewing pre-production documents</p> <p><b>Assessment:</b> Exam Revision Mock exam in December</p>	<p><b>Content:</b> Start of R082 controlled assessment Graphics skills using Fireworks Graphics skills using Photoshop - Research 18 marks - Planning 6 marks</p> <p><b>Assessment:</b> Exam in January (first attempt)</p>	<p><b>Content:</b> R082 controlled assessment Purpose &amp; properties of digital Practice digital graphics coursework - Planning 12 marks - Making 9 marks</p> <p><b>Assessment:</b> General feedback provided - use of marking grid.</p>	<p><b>Content:</b> R082 controlled assessment Digital graphics coursework - Making 9 marks - Review 6 marks</p> <p><b>Assessment:</b> R082 sent off to board</p>	<p><b>Content:</b> R081 - Exam preparation R085 - controlled assessment, multipage website - Research 12 marks - Planning 9 marks (first strand)</p> <p><b>Assessment:</b> Practice questions Exam in January (resit opportunity)</p>
YEAR 2 - iMedia	<p><b>Content:</b> R085 controlled assessment - Planning 9 marks (second strand) - Making 18 marks</p> <p><b>Assessment:</b> General feedback provided - use of marking grid.</p>	<p><b>Content:</b> R085 controlled assessment - Making 18 marks (continued) - Review 12 marks</p> <p><b>Assessment:</b> R085 send off to board</p>	<p><b>Content:</b> R087 controlled assessment, create multimedia product Properties &amp; uses of interactive multimedia - Research 12 marks - Planning 6 marks (first strand)</p> <p><b>Assessment:</b> General feedback provided - use of marking grid.</p>	<p><b>Content:</b> R087 controlled assessment - Planning 9 marks (second strand) - Making 9 marks (first strand)</p> <p><b>Assessment:</b> General feedback provided - use of marking grid.</p>	<p><b>Content:</b> R087 controlled assessment - Making 12 marks (second strand) - Review 12 marks</p> <p><b>Assessment:</b> General feedback provided - use of marking grid.</p>	<p><b>Content:</b> Wrap-up</p> <p><b>Assessment:</b> R087 send off to board</p>