

**Subject Area:** *Computing /Business & Creative Media*

Year	Term 1A Knowledge, skills and key concepts	Term 1B Knowledge, skills and key concepts	Terms 2A Knowledge, skills and key concepts	Term 2B Knowledge, skills and key concepts	Term 3A Knowledge, skills and key concepts	Term 3B Knowledge, skills and key concepts
7	<p><b>At the end of this scheme of learning, students will know / understand / be able to understand:</b></p> <p>Password security. Online privacy. Issues relating to content, conduct, and contact.</p> <p><b>Skills and knowledge</b> Rules of the IT room. Safe and secure passwords. Navigate around the PC. Communicate respectfully and safely using email. Present information for an audience and describe the effects of cyberbullying. Evaluate who they are contacting online.</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to understand:</b></p> <p>Key features of a word processor Presenting information to an audience. Licensing and copyright law. Credibility of information on the web. Citation, paraphrasing and plagiarism.</p> <p><b>Skills and knowledge</b> Formatting a document. Selecting and inserting images in a document. Applying techniques in order to identify credible sources.</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to understand:</b></p> <p>Networks Concepts Communication Collaboration</p> <p><b>Skills and Knowledge</b> Define what a network is List network hardware Compare wired vs wireless networks. Explain the difference between the internet and WWW.</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to understand:</b></p> <p>Key features of a word processor Presenting information to an audience. Licensing and copyright law. Credibility of information on the web. Citation, paraphrasing and plagiarism.</p> <p><b>Skills and knowledge</b> Formatting a document. Selecting and inserting images in a document. Applying techniques in order to identify credible sources.</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to understand:</b></p> <p>Representations are used to store, communicate and process info.</p> <p><b>Skills and knowledge</b> Converting from binary to denary and denary to binary. Measure the size of a representation.</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to understand:</b></p> <p>Modelling data Concepts Data and information Data manipulation Modelling Collecting and analysing data</p> <p><b>Skills and Knowledge</b> Cell references Autofill tool Formatting techniques Formulae (+ - * /) Functions (SUM, COUNTA, AVERAGE, MIN, MAX and COUNTIF) Sort and filter Charts and graphs</p>

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8	<p><b>At the end of this scheme of learning, students will know / understand / be able to understand:</b></p> <p>Using search technologies effectively.</p> <p><b>Skills and knowledge</b> Developing web pages using HTML tags. Developing web pages using CSS style sheets. Searching and ranking results. Discuss the impacts of search technologies.</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to understand:</b></p> <p>Cybersecurity Crimes Explore threats, the law and ways to protect ourselves.</p> <p><b>Skills and knowledge</b> Data and information. Data privacy. The Law. Hacking. Malware threats. Social engineering.</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to understand:</b></p> <p>Hardware &amp; Software The differences between the two including being able to list different digital devices.</p> <p><b>Skills and Knowledge</b> Embedded computers Input Process Output Cloud Computing Difference between WWW and the internet</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to understand:</b></p> <p>Interactive Adventure Game The importance of sequencing and logic when designing an interactive product. The need for planning, testing and checking at different stages.</p> <p><b>Skills and Knowledge</b> Ordering Computational thinking Acting on feedback Making improvements. Adding Action buttons. Layout</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to understand:</b></p> <p>Programming 1 Concepts (Scratch) Sequencing Variables Selection Operators Count-controlled iteration</p> <p><b>Skills and Knowledge</b> Predict the outcome of a simple sequence and modify. Use variables within programs. Modify a program to use selection (IF, THEN, ELSE) Use comparison operators in programs. Use iteration. Detect and correct errors.</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to understand:</b></p> <p>Programming Pt 2 Concepts (Python) Decomposition Subroutines Condition-controlled iteration Problem solving</p> <p><b>Skills and Knowledge</b> Identify how sub-routines can be used for decomposition. Implement condition-controlled iteration.</p>

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9	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b> Explore threats, the law and ways to protect ourselves and others.</p> <p><b>Skills and knowledge</b> Data and information. Data privacy. The Law. Hacking. Malware threats. Social engineering.</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b> The origin and uses of AI, machine learning, ethical issues relating to AI, issues relating to facial recognition, measuring intelligence with humans and computers, how to analyse text in order to rate an attitude or opinion.</p> <p><b>Skills and knowledge</b> Design a chatbot Rate a review Understand the importance of ethics in AI</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b> Editing Concepts Existing products Features Purpose Narrative Copyright</p> <p><b>Skills and Knowledge</b> Creation of a storyboard for a moving image. Technical creation of a multi-media product. Importing and editing. Transitions and special effects Adding and adjusting sound. Titles and text. Splitting and trimming</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b> CSS and common layout features of digital design Spot fake news and credibility of sources Audience demographics Licencing</p> <p><b>Skills and knowledge</b> Creating a product for an audience. Adhering to Creative Commons Developing a House style</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b> Selecting, using, and combining multiple applications across a range of devices, to achieve challenging goals, including collecting and manipulating images, meeting the needs of known users</p> <p><b>Skills and Knowledge</b> Create re-use, revise and re-purpose digital artefacts for a given purpose. Use a range of tools and techniques for photo manipulation</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b> Research using both paper and online digital devices. Logo design Marketing, promotion and advertising</p> <p><b>Skills and Knowledge</b> Hypothesis and analysis raw data and giving it meaning Charts &amp; Graphs Selecting the right software/ digital platform for a given product</p>

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10 CS	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b></p> <p><b>Data Representation</b>                      Number conversions                      Rep of text, sound and images.                      Number bases.                      Binary maths.</p> <p><b>Programming Pt 1 &amp; 2:</b>                      Translators                      Sequence                      Variables                      Input                      Flowcharts                      Randomisation</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b></p> <p><b>Computer Systems</b>                      Systems software                      Secondary storage                      Assembly language                      The CPU                      Optical and magnetic storage                      Logic gates                      FDE cycle                      Main memory                      Specifications                      Storage devices                      Logic problems</p> <p><b>Programming Pt 2 &amp; 3:</b>                      Selection                      Nested selection                      Logical expressions                      While &amp; For loops                      Trace tables</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b></p> <p><b>Algorithms</b>                      Representing algorithms                      Tracing algorithms                      Linear &amp; binary search                      Insertion &amp; merge sort                      Coding sorting algorithms</p> <p><b>Programming P3</b>                      Pseudocode                      Subroutines                      Functions                      Scope</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b></p> <p><b>Networking</b>                      Basic networks                      Real world networks                      Networks and servers                      Network protocols                      The IP suite and packet switching                      Speed and performance</p> <p><b>Programming Pt 4</b>                      XOR                      Structured programming                      GUIs                      Create a program</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b></p> <p><b>Cyber Security</b>                      The cost of crime and hacker motivation                      Automated and non-automated cybercrime                      Defence systems                      Looking for danger                      The solutions</p> <p><b>Programming Pt 5</b>                      String handling                      Arrays and lists</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b></p> <p><b>HTML</b>                      Images and links                      CSS                      DIVs and classes                      Layouts and CSS box model</p> <p><b>Programming Pt 5</b>                      2D Lists</p> <p><b>Practical research project. Revision and Exams</b></p>

Curriculum End Points document – 2024-25

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11 CS	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b></p> <p><b>Impact of technology</b> The impact to us The law Cultural impacts Privacy and surveillance Environmental impact Ethical impact</p> <p><b>Programming Pt 6:</b> Records and dictionaries Reading and writing to text files Working with and writing to CSV files</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b></p> <p><b>Programming Pt 6:</b> Good habits of a programmer Appending to a CSV Designing and writing for a project – independent practice.</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b></p> <p><b>Databases</b> Database essentials SQL searches Insert, update, delete</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b></p> <p>Revision Students will have completed a thorough GCSE Computer Science revision programme for the final GCSE external exams</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b></p> <p>Revision Students will have completed a thorough GCSE Computer Science revision programme for the final GCSE external exams</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b></p>

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10 CM	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b> Understanding of how media products are created for specific audiences and purposes in each of these sectors: audio/moving image, print and interactive media.</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b> Understand the relationship between genre, narrative and representation in media products, and develop their understanding of how they are interpreted by audiences.</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b> Understand how media production techniques are used to create different effects to communicate meaning to audiences.</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b> Controlled Exam 30% of final grade</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b> Brainstorming, mind-mapping, visualisation Narratives and storylines, visual appearance Sketches Storyboards/Mood boards Structure charts Time plans</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b> Development of Creative techniques Developing ideas Media pre-production skills and techniques</p>
11 CM	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b> Students will have the opportunity to specialise in one of the following media sectors: audio/moving image, print or interactive media. Students will apply these skills and techniques to relevant pre-production, production and post-production processes when developing a media product.</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b> Controlled Exam 30% of final grade</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b> Students will respond to a client brief and create a product in one of the following media sectors: audio/moving image, print or interactive. Students will interpret the Develop Creative techniques Developing ideas Media pre-production skills and techniques Brainstorming, mind-mapping, visualisation Narratives and storylines, visual appearance, sketches and storyboards</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b> Controlled Exam 40% of final grade</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b> Controlled Exam 40% of final grade</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b></p>

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10 BS	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b></p> <p><b>Enterprise and entrepreneurship</b> The dynamic nature of business, Risk and reward Role of business enterprise</p> <p>To develop both a theoretical and practical understanding of enterprise and entrepreneurship. To recognise the degree of risk and reward in business, and how risk can be coped with.</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b></p> <p><b>Spotting a business opportunity</b> Customer needs market research Market segmentation Competitive environment To be able to analyse markets in terms of classifying consumer characteristics, how consumers can be reached and targeted, and what strategies can be developed to cope with competition</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b></p> <p><b>Putting a business idea into practice</b> Business aims and objectives Business revenues costs and profits Cash and cash flow Sources of business finance</p> <p>To be able to analyse business aims and Objectives, and how they change over time and with business context. To understand and be able to calculate: Business revenues, costs and profits. Cash and cash-flow.</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b></p> <p><b>Making the business effective</b> Options for start- up and small businesses Business location Business plans Understand concept of limited liability and how this underpins the spread and reduction of risk for business owners. To develop an understanding of how businesses can market themselves and plan for change.</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b></p> <p><b>External influences on business</b> Business stakeholders Technology and business Legislation and business Economy Business and external influences</p> <p>Understand that businesses operate in markets with several external factors which affect their operation, and forces them to develop strategy to cope with change.</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b></p> <p><b>Practical research project.</b> <b>Revision and Exams</b> To consolidate learning in context and practice examination technique. Understanding the importance of Case Studies.</p>

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11 BS	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b></p> <p><b>Marketing mix</b> Product Price Promotion Place Understanding the marketing mix to make business decisions</p> <p>Apply analyse the different elements of the marketing mix to build a competitive advantage. Students should also have a clear understanding that the marketing mix is integrated and should blend together for optimal success.</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b></p> <p><b>Making operational decisions</b> Business operations Working with suppliers Managing quality The sales process</p> <p>Processes involved in each operational stage and how the effectiveness of each stage could impact on the overall success of a business.</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b></p> <p><b>Making financial decisions</b> Business calculations Understanding business performance</p> <p>A firm’s success can be monitored and measured using a range of financial data and ratios.</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b></p> <p><b>Making human resource decisions</b> Organisational structures Effective recruitment Effective training and development Motivation</p> <p>Processes involved in the HR function of a business. In addition, students will understand that appropriate organisational structure, recruitment, training and staff motivation are crucial elements of business success.</p>	<p><b>At the end of this scheme of learning, students will know / understand / be able to:</b></p> <p>Revision Students will have completed a thorough GCSE Business revision programme for the final GCSE external exams</p>	