

Year Group	10 Week Rotation
Year 7	<p>Introduction to Computer Science</p> <ul style="list-style-type: none"> • Online Safety / Computer Safety • Google Apps: Classroom / Drive / Email • Code Combat • Tech Readiness (typing.com) <p>Introduction to Media Studies</p> <ul style="list-style-type: none"> • Touch Typing: Beginner Level • Stop Motion Animation: Stories
<p>Skill(s)</p> <p>Practical</p> <p>Communication & Interpersonal</p> <p>Resilience</p> <p>Critical Thinking</p> <p>Initiative</p> <p>Complex Problem Solving</p> <p>Productivity and Accountability</p>	<p>Coding, touch typing & use of web-based graphics software</p> <p>Using ICT effectively</p> <p>Programming logic</p> <p>Understanding computers (basic architecture)</p> <p>Computer lab safely</p> <p>Safe working online</p> <p>Problem solving</p> <p>Uploading and downloading media</p>

<p>PD/T&E</p>	<ul style="list-style-type: none"> • Responsibility • Problem solving • Essential skills required to work with digital technologies • Carbon footprint • Cause and effect of media production and consumption
<p>Futures</p>	<ul style="list-style-type: none"> • Working in the digital media industries • Careers in film industries • Digital media design • Software development
<p>Year 8</p>	<p>Continuation of Computer Science</p> <ul style="list-style-type: none"> • Coding: Blockly and ‘Hour of Code’ • Introduction to coding: Codecademy • Coding Essentials: HTML, CSS and Java Script (typing.com) <p>Continuation of Media Studies</p> <ul style="list-style-type: none"> • Touch typing: intermediate level • Developing characters (PiskelApp): audiences
<p>Skill(s)</p> <p>Practical</p> <p>Communication & Interpersonal</p> <p>Resilience</p> <p>Critical Thinking</p> <p>Initiative</p>	<p>Programming in HTML, CSS and Java Script</p> <p>Touch typing of more complex texts</p> <p>Application of logic and problem-solving skills</p> <p>Developing coding skills</p> <p>Creation of engaging content</p>

<p>Complex Problem Solving</p> <p>Productivity and Accountability</p>	<p>Structuring of work</p> <p>Completion of a media product</p>
<p>PD/T&E</p>	<ul style="list-style-type: none"> • Conserving natural resources by digitalisation • Over consumption and health-related issues in ICT • Carbon footprint • Types of entertainment
<p>Futures</p>	<ul style="list-style-type: none"> • How this unit fits in with the KS3 design • Careers in games design • Web design
<p>Year 9</p>	<p>Continuation of Computer Science</p> <ul style="list-style-type: none"> • Coding: Studio Code.org projects • Continuation coding: Codecademy <p>Continuation of Media Studies</p> <ul style="list-style-type: none"> • Touch typing: advanced level • Developing digital skills (hardware & software use): graphics • Transition to Media Studies

<p>Skill(s)</p> <p>Practical</p> <p>Communication & Interpersonal</p> <p>Resilience</p> <p>Critical Thinking</p> <p>Initiative</p> <p>Complex Problem Solving</p> <p>Productivity and Accountability</p>	<p>Mind mapping, touch typing (advanced) & sketching and drawing</p> <p>Producing (advanced/coded) graphics</p> <p>Product analysis</p> <p>Analysis of code/media product</p> <p>Planning of code/product</p> <p>Programme code (cumulative application)</p> <p>Use of graphic tablets & completion of product</p>
<p>PD/T&E</p>	<ul style="list-style-type: none"> • Designing media for others • Inclusive design • Recycling of electronic products
<p>Futures</p>	<ul style="list-style-type: none"> • Careers in design • Option choices available in Computer Science and Media Design • Discuss career pathways/further and higher education