Year Group	10 Week Rotation
Year 7	**Introduction to Computer Science & ICT Skills** ● **Online Safety & Computer Safety** ● **Google Apps: Classroom / Drive / Email** ● **CodeCombat / code.org (Projects)** ● **Tech Readiness (typing.com): Internet/Computer Basics** ● **Touch Typing: Beginner/Advanced/Intermediate Level** ● **Stop Motion Animation: Stories (PISKEL) & Animation Competition** ● **KODU (Games Development)** ● **CrumbleBotXL (Basics)**
Skill(s) Practical Communication & Interpersonal Resilience Critical Thinking Initiative Complex Problem Solving Productivity and Accountability	**Coding, Touch Typing & Use of web-based graphics software** **Using ICT effectively** **Programming logic** **Understanding computers (basic architecture)** **Computer lab safely** **Safe working online** **Problem solving** **Uploading and downloading media**

PD/T&E	**Responsibility** **Problem solving** **Essential skills required to work with digital technologies** **Carbon footprint** **Cause and effect of media production and consumption**
Futures	**Working in the digital media industries** **Careers in film industries** **Digital media design** **Software development**
Year 8	**Continuation of Computer Science & ICT Skills** **Online Safety & Passwords** **Introduction to text-based programming/coding: HTML, CSS, JavaScript & Python (Beginner)** **Flow charts (BS4058)** **Data: Real versus fake news** **Adobe Photoshop: Animation Creation (Basics)** **Stop Motion Animation Competition & Beginner (planning, creation and evaluation basics)** **Animation Creation (online, and story planning)** **Micro:bit (mini-course)** **LEGO 51515 robotics: assemblies, controls, drives, sensors and tracking; (with competition)**
Skill(s) Practical Communication & Interpersonal Resilience	**Programming/coding in HTML, CSS, Java Script and Python 3** **Analysis of more complex texts, and discrimination of data and information** **Application of logic and problem-solving skills**

Critical Thinking Initiative Complex Problem Solving Productivity and Accountability	**Developing coding skills** **Creation of engaging content** **Linking of abstract and tangible elements in programming/coding (with a narrative)** **Structuring of work** **Completion of a media product (and final project)**
PD/T&E	● **Conserving natural resources by digitalisation** ● **Over consumption and health-related issues in ICT** ● **Carbon footprint** ● **Types of entertainment**
Futures	● **How this unit fits in with the KS3 design** ● **Careers in Games Design** ● **Web Design**
Year 9	**Continuation of Computer Science & ICT Skills** ● **Online Safety & Passwords (application)** ● **Text-based programming/coding: HTML, CSS, JavaScript & Python 3 (Intermediate)** ● **Flow charts (BS4058); dev. of programmes and pseudocode** ● **Data: Real versus fake news** ● **Adobe Photoshop: GUI Design (Advanced)** ● **Stop Motion Animation Competition & Intermediate (planning, creation and evaluation)** ● **Scratch: Games Design Course (Intermediate)** ● **Legacy: Micro:bit (mini course), to be replaced: CrumbleBotXL, Arduino (Renewable Energies, Home Living, etc.)** ● **Legacy: LEGO 51515 robotics: assemblies, controls, drives, sensors and tracking; (with competition)**

Skill(s)	
Practical	**Mind mapping, sketching, drawing, constructing of items (e.g. robots and devices), and language expressions**
Communication & Interpersonal	**Producing (advanced/coded) graphics, product design/communication design**
Resilience	
Critical Thinking	**Product Analysis**
Initiative	**Analysis of processes and code**
Complex Problem Solving	**Planning of processes and code**
	Programme code (cumulative application, transfer knowledge)
Productivity and Accountability	**Use of graphic tablets & completion of product (with final project)**

PD/T&E	● **Designing media for others** ● **Inclusive design** ● **Recycling of electronic products**
Futures	● **Careers in design, and technologies** ● **Option choices available in Computer Science (IT) and Media Design** ● **Discuss career pathways/further and higher education**