**Ormiston Park Academy Curriculum Map Years 7-11 Department: ICT / Creative iMedia Curriculum Leader: J Samuel**

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|  | Half Term 1 | Half Term 2 | | Half Term 3 | Half Term 4 | Half Term 5 | | Half Term 6 |
| Year 11 | **Key Content:**   * Introduction to the 3rd project **- Computer Graphics project.** (just the first 8 lessons to complete the investigation stage of the life-cycle) * Wrapping up the website project. Students will have 7 lessons make improvements to their websites and complete the final review. | **Key Content:**  Teaching unit R081 – Theory | | **Key Content:**  Continuation with the teaching and assessment of the final project: **Computer Graphics project.** | **Key Content:**  Continuation with the teaching and assessment of the final project: **Computer Graphics project.** | **Key Content:**  **Examinations**  **Examinations**  **Examinations** | | **Key Content:**  **Examinations**  **Examinations**  **Examinations** |
| **Key Skills:**   * Reviewing different types of graphics, types of file formats, reviewing how purpose and audience considerations affect the style and content of a published magazine. * Reviewing completed website against the original client’s requirement. | **Key Skills:**  Learning the purpose and content of various preproduction documents:   * Storyboard * Mind map * Script * Visualisation diagram | | **Key Skills:**   * Learn how to: * Define the audience of the a project * Interpret the client’s requirement * Create various pre-production documents for the project. | **Key Skills:**   * Producing the graphic advert by: * Combining various images on different layers. * Modifying image resolution, brightness, hue and saturation * Using masks | **Key Skills:**  **Examinations**  **Examinations**  **Examinations** | | **Key Skills:**  **Examinations**  **Examinations**  **Examinations** |
| Year 10 | **Key Content:**  Project 1: Creating Digital Graphics  **(Initiation stage)** | **Key Content:**  Project 1: Creating Digital Graphics  **(Design stage)** | | **Key Content:**  Project 1: Creating Digital Graphics  **(Creation stage)** | **Key Content:**  Project 2: Creating Interactive websites  **(Initiation stage)** | **Key Content:**  Creating Interactive websites  **(Design stage)** | | **Key Content:**  Creating Interactive websites  **(Creation stage)** |
| **Key Skills:**   * Students will learn various skills about how to review computer graphics | **Key Skills:**  Producing a range of preproduction design documents:   * Storyboard * Mind map * Visualisation diagram * Using graphics package | | **Key Skills:**  Learn and use various graphics package like:   * Drawing / painting tool * Layers * Combining multiple layers * Working with and changing image resolution | **Key Skills:**   * Students will learn various skills about how to review computer graphics | **Key Skills:**  Producing a range of preproduction design documents:   * Storyboard * Mind map * Visualisation diagram * Using graphics package | | **Key Skills:**  Learn and use various Web authoring package like:   * Creating new page * Importing graphics onto page * Adding hyperlink   Working with and changing image resolution |
| Year 9 | **Key Content:**  Introduction to Web Design | Additional lessons on Introduction to Web Design | Additional 3 lessons on Computer architecture | **Key Content:**  Computer architecture | **Key Content:**   * Creating Pre-Production documents | Additional 3 – 4 lessons on Creating Pre-Production documents |  | **Key Content:**  Creating Computer Graphics |
| **Key Skills:**   * Students will learn to use: * Various HTML tags * Dreamweaver software to create simple pages * Import asset created on other packages into web page. | **Key Skills:**  Students will learn the following:   * Purpose and difference between ROM / RAM * Types of storage * Suitability of different storage devices * Advantages and Disadvantages * Characteristics | **Key Skills:**  Students will learn the purpose, content & use of:   * Mind map * Mood board * Work plan * Visualisation diagram | **Key Skills:**  Using a graphics software, students will learn how to:   * open an existing image and change the colour, hue and saturation, exposure, brightness etc * They will learn to change resolution & more. |
| Year 8 | **Key Content:**  Creating interactive Multimedia Product using PowerPoint | Additional 3 lessons on Creating interactive Multimedia Product using PowerPoint | Additional 3 lessons on Understanding computers | **Key Content:**  Understanding computers | **Key Content:**  **Creating Computer Graphics** for webpage asset or for other dedicated use like adverts. | Additional 3-4 lessons on **Creating Computer Graphics** for webpage asset or for other dedicated use like adverts. | Additional 3-4 lessons on Computer programming with Python | More Computer programming with Python |
| **Key Skills:**  Students will learn to use the following:   * Achieve consistency with the use of Masterslide * Adding appropriate information to slide * Adding navigation to slides * Adding sound / interactive components | **Key Skills:**  Students will demonstrate understanding of:   * Elements of computer system * Central Processing Unit (CPU) * More on binary * Binary addition * Storage | **Key Skills:**   * Using graphics tablet * Changing colour and other properties of an image. * Changing image resolution * Using layers * Other digital graphics effects | **Key Skills:**   * Data types * Building Graphical User Interface * Designing a simple calculator |
| Year 7 | **Key Content:**  Introduction to presentation and interactive products | **Key Content:**  Understanding computers | | **Key Content:**  Introduction to Spreadsheet modelling | **Key Content:**  Introduction to Programming  (Course F 2019) | **Key Content:**  Introduction to computer programming with Python. | | **Key Content:**  Introduction to computer components |
| **Key Skills:**   * Presenting information * Combining text and images * Recognising the needs audience * Presentation skill | **Key Skills:**  Learning about the following:   * Elements of computers * The CPU * Understanding binary / binary addition * Storage devices | | **Key Skills:**  Students will understand and use:   * Columns * Rows * Cells * Formula * Make changes to rules and variables | **Key Skills:**  Students will understand and use:   * Sequencing instructions * Using functions, loops and nested loops * Variables and sprite. | **Key Skills:**   * Understanding Python programming syntax * Writing and running simply programs * Sequencing instructions * Using loops * Using functions | | **Key Skills:**  Students will demonstrate understanding of:   * Hardware and software * Hardware input devices * Hardware processing device * Hardware output device * Hardware storage device |