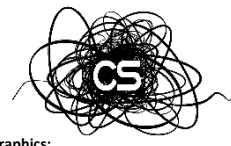


OCR Creative iMedia



Portfolio review:
Justify your selection of photographs and identify your areas for improvement.



Take your photos:
Organise your photo subject and take photos following the rules of composition.

Plan your photoshoot:
Interpret requirements and plan your photoshoot considering appropriate laws



Photography settings:
Investigate the settings on different digital cameras



Review:
Reflect on how your graphic meets your brief and specification.

Export Graphics:
Export your graphics in appropriate formats with your assets.



Digital graphic creation:
Develop your digital graphic with a range of skills and processes

Course Complete

Digital Photography R080

Creating digital graphics R082

YEAR 11

LO1: Understand the purpose and content of pre-productions:
Develop storyboards and mind maps of component parts and resources.



LO2: Plan pre-production:
Produce a work plan and production schedule.



LO3: Produce pre-production documents:
Limitations of file formats.



LO4: Reviewing documents:
Identify areas for improvement.



Exam Revision:
Complete revision for the R081 Exam.



Properties of digital videos:
Research what makes a digital video.



Create a digital video:
Use camera techniques to create a video sequence.



Visualisations:
Develop assets for the creation of digital graphics.

Creating digital graphics R082

Creating a digital video sequence R083

EXAM R081 EXAM

Exam Unit R081

Excel Functions:
Experimenting in creating dashboards to data analysis



Photography:
Investigate the principles behind photography.



Creativity:
Using techniques such as biomimicry to create design.



Security breaches:
Protocols and actions to prevent network security breaches.



Security threats:
The importance of security policies to reduce the risk of threats.



CYBER SECURITY IT THEORY

CS TASTER COMPUTATIONAL THINKING

IMEDIA TASTER FRONT-END DESIGN

OCR IT TASTER IT THEORY

YEAR 10

iMedia Introduction
Work areas and expectations

Searching:
Use search engines efficiently to improve accuracy of results



Network Topologies:
How networks are designed and constructed.



Managing Data:
Use sorting algorithms to control data.



SMART Tech:
Investigate the impact of SMART technologies on our lives.



THE INTERNET OF THINGS COMPUTING THEORY

YEAR 9

WEB THEORY IT THEORY

Evaluate:
Understand how to make appropriate hardware choices.



Research and Interviews:
Develop questioning techniques to interview staff and students.



Flowcharts:
Breaking down algorithms into simple steps.

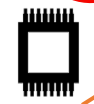


Algorithms:
Understanding programming techniques such as FOR loops

PYTHON PROGRAMMING COMPUTATIONAL THINKING

BBC SCHOOL REPORT FRONT-END DESIGN

COMPUTER ARCHITECTURE COMPUTING THEORY

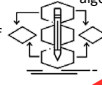


Computer Components:
Understanding the function of different computer hardware.

Video editing:
Working with videos to edit, import and export.



Reports:
Experimenting with different methods of reporting trends and queries.



Processes:
Developing algorithms to solve problems

Teams:
Work in teams develop flow chart solutions to real world problems.

PYTHON PROGRAMMING COMPUTATIONAL THINKING

Graphics:
Produce graphics using SmallBasic



Develop:
Block games in Kodu and Scratch
Written programs in SmallBasic

Coding:
What are the differences between using block and written programming software?



BLOCK TO WRITTEN PROGRAMMING COMPUTATIONAL THINKING

DATA ANALYTICS IT THEORY

Data Models:
Using spreadsheets and databases for manage data.



FLOWOL COMPUTATIONAL THINKING

Planning:
Create detailed solutions using efficient programming.

YEAR 8

APP DESIGN FRONT-END DESIGN

Product Analysis:
What makes an App suitable, or desirable? How can we learn from others?



Cryptography:
How are messages/data sent securely across networks?



Viruses:
Different computer viruses. How do we protect our devices?

E-SAFETY IT THEORY

Rules:
How to safely use a variety of computer features.



Baseline Assessment:
What do you already know about CS?



Introduction to CS:
Work areas and expectations

YEAR 7

Welcome!
Setting in, usernames and passwords.



Design:
Designing different features such as layout, navigation and information to include in an App.

Evaluate:
Does your produce work? Can you fix problems?

Learning about different CS pathways through project tasters for Year 9 Options/
Experience of multiple pathways and skills available in Year 10.

Broadening knowledge of programming and understanding of the workings of computer hardware.
Experience of the practical application of skills in creative and problem solving tasks.

Learning about foundation principles in Computer Systems and an introduction to programming
Experience of multiple software both technical and creative.

