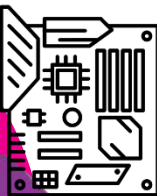
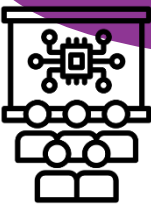


Year 7 – 11 COMPUTING

(GCSE Computer Science Route at KS4)



CONTINUE TO
POST-16
COMPUTING



YEAR 11

Programming Project 2

Computer Networks, Connections and Protocols

Network Security

System Software

Ethical, Legal, Cultural and Environmental Impacts of Digital Technology

Exam Preparation: Computational Thinking, Algorithms and Programming

Exam Preparation: Computer Systems

Memory and Storage

System Architecture

Programming Languages and Integrated Development Environments

Boolean Logic

Producing Robust Programs

Programming Project

Programming Fundamentals

Algorithms

YEAR 10



YEAR 9

Data Representation: Sound

E-Safety: The Power of Media and Thinking Critically

Computational Thinking: Sorting Algorithms, Flowcharts and Pseudocode

Logic Gates

Developing Programming Constructs

Digital Design: Advertise and Promote

Networks

User Interfaces: Website Design and Development

Game Design and Development

Cyber Crimes, Legislation and Security

Systems Architecture and Presentation Techniques

Developing Spreadsheets

Developing Programming Techniques

Computational Thinking: Searching Algorithms, Flowcharts and Pseudocode

E-Safety: Digital Reputation and Online Risks with Digital Design

Data Representation: Images

YEAR 8



YEAR 7

Data Representation: Number Systems

E-safety: Digital Citizenship

Computational Thinking: Algorithms and Flowcharts

Basic Presentation Techniques

Basic Programming Techniques

Basic Spreadsheets

Computer Components: Hardware and Software

User Interfaces: Mobile App Design

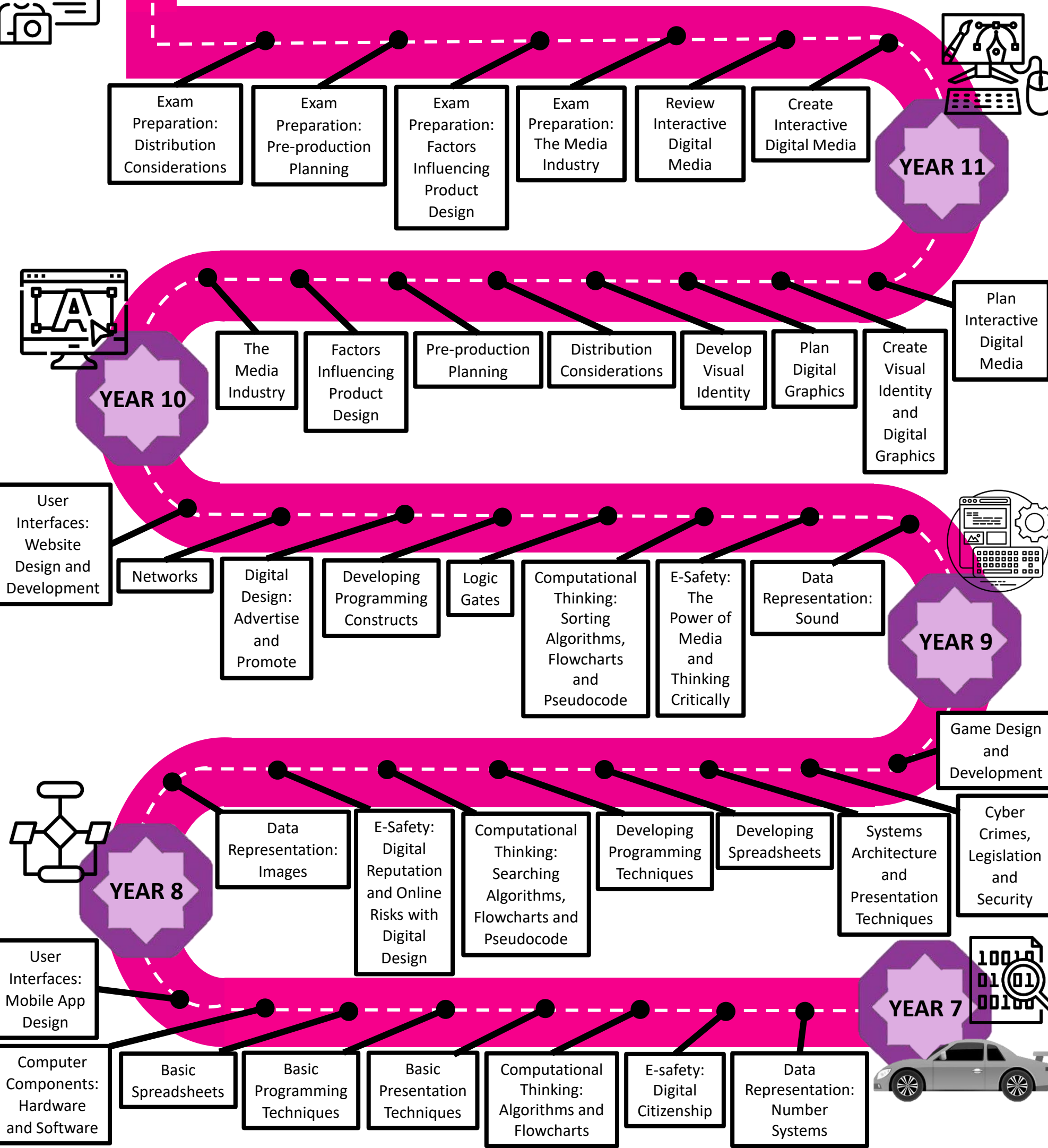
EBLAM 5 YEAR LEARNING JOURNEY

Year 7 – 11 COMPUTING



CONTINUE TO
POST-16 CREATIVE
iMEDIA

(Cambridge Nationals in
Creative iMedia Route at KS4)



EBLAM 5 YEAR LEARNING JOURNEY

YEAR 7 COMPUTING



**CONTINUE
TO Y8
COMPUTING**

Hyperlinks &
Interactive
Buttons

Multimedia
(text,
images,
videos)

Design
Principles
and
Choices

Visualisation
Diagram

Mind Map

User Interfaces:
Mobile
Application
Design

**HT6
STARTS**

Hardware
(Input, Output,
Storage devices)

Software (Application
Software and Operating
System Software)

Computer
Components:
Hardware and
Software

**HT5
STARTS**

Formulae
using
arithmetic
operators

Functions
(SUM,
MIN MAX,
AVERAGE)

Cell
referencing

Formatting
&
Organising
Data

Basic
Spreadsheets

**HT4
STARTS**

Arithmetic
operators

Debugging
basic
syntax
errors

Data
types

Variables
and
constants

Outputting
& inputting
data

Basic
Programming
Techniques

**HT3
STARTS**

Effective
presentation
design

Copyright,
Designs
and
Patents Act

Formatting
(bold,
underline,
italics,
aligning
text, etc.)

Referencing
and
plagiarism

Effective
searching
techniques

Basic
Presentation
Techniques

Representing
basic algorithms
as flowcharts

Writing basic
algorithms

Algorithmic
Thinking

Computational
Thinking:
Algorithms &
Flowcharts

**HT2
STARTS**

E-Safety: Digital
Citizenship

Binary
Addition

Denary, Binary
and Hexadecimal
Conversions

Bit, Nibble, Byte

Data
Representation:
Number
Systems

**HT1
STARTS**

Cyberbullying

Mood
Boards

Staying Safe Online

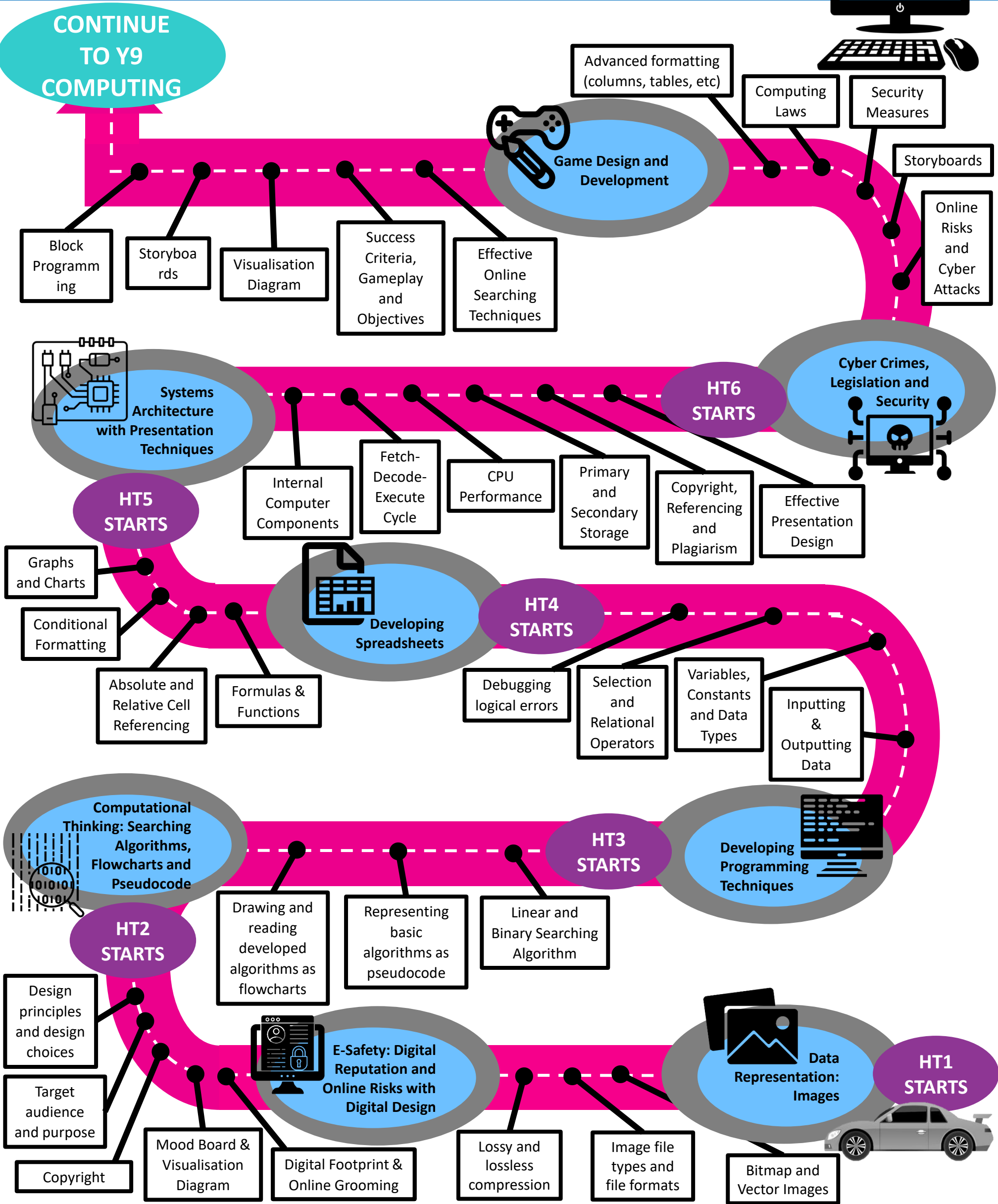
Online Identity
and Digital
Resilience

Storyboards

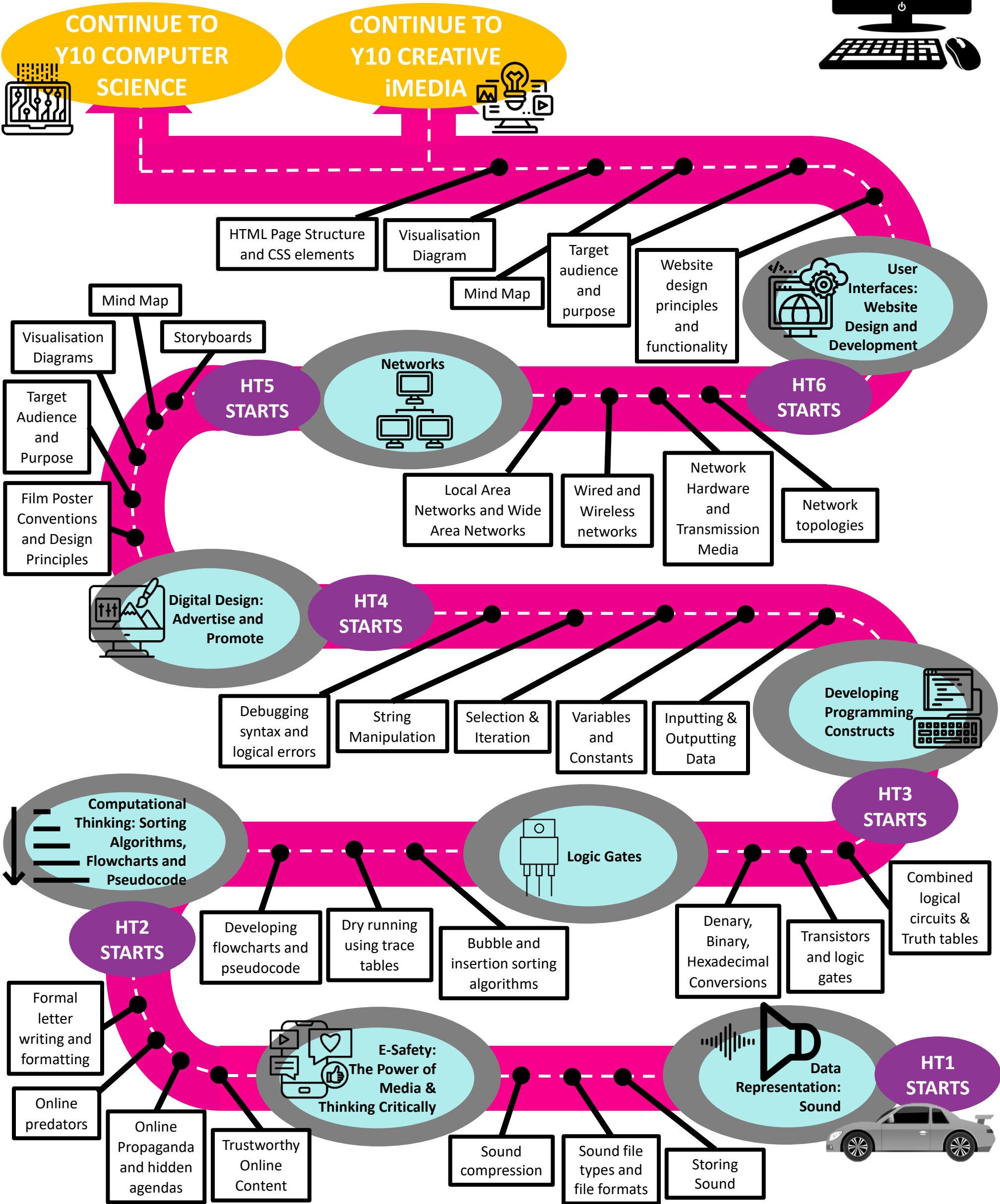
Word
Processing

EBLAM LEARNING JOURNEY

YEAR 8 COMPUTING



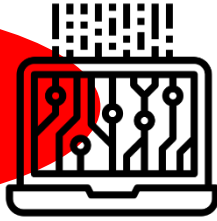
YEAR 9 COMPUTING



YEAR 10 GCSE COMPUTER SCIENCE



**CONTINUE TO Y11
GCSE COMPUTER
SCIENCE**



**Memory and
Storage Continued**

**HT6
STARTS**

Units of
Data and
Data
Capacity

Primary &
Secondary
Storage

Lossy and Lossless
Compression

Sound Data
Storage

Image Data
Storage

Character
Sets

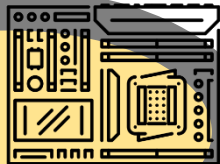
Number
Systems

Purpose and
Tools of an IDE

Translators,
Compilers
and
Interpreters

High-level
and
Low-level
Languages

**Systems
Architecture**

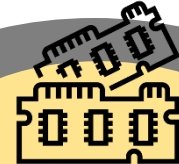


**HT5
STARTS**

CPU Components
and Performance

Embedded
Systems

**Memory and
Storage**



Testing and
Test Data

Maintainability

Defensive
Design
Considerations

**Programming
Languages and
Integrated
Development
Environments**



**HT4
STARTS**

Boolean Logic



Truth
Tables

Boolean
Operators

Logic diagrams
and Boolean
Operators

**Producing
Robust
Programs**



**HT3
STARTS**

**HT2
STARTS**



**Programming
Fundamentals
Continued &
Programming
Project**

Iteration

Data Types,
Casting &
String
Manipulation

File
Handling

Databases
and SQL

1D and
2D arrays

Sub-programs

Selection

Sequence

Boolean
and
Arithmetic
Operators

Inputs and
Outputs

Variables,
Constants and
Assignments

**Programming
Fundamentals**



Searching and
Sorting Algorithms

Designing, creating
and refining
algorithms

Computational
thinking



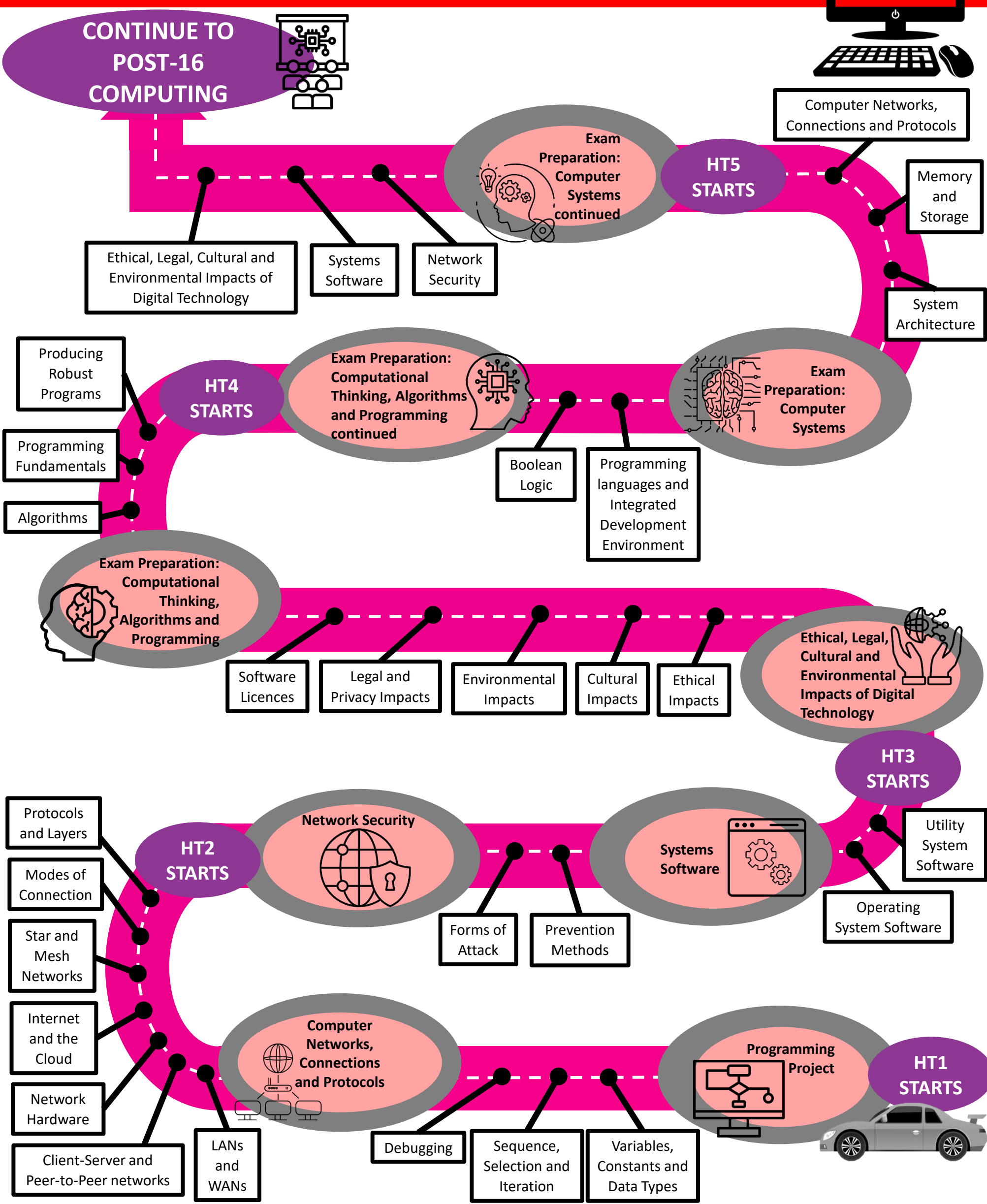
Algorithms

**HT1
STARTS**



EBLAM LEARNING JOURNEY

YEAR 11 GCSE COMPUTER SCIENCE





CONTINUE TO Y11
CREATIVE iMEDIA

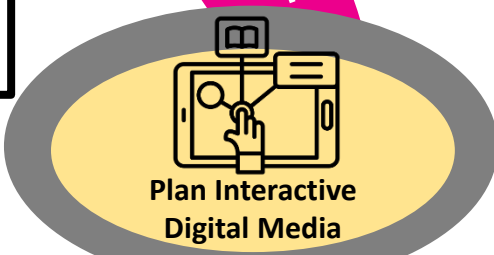


Pre-production Planning
Documentation and
Techniques

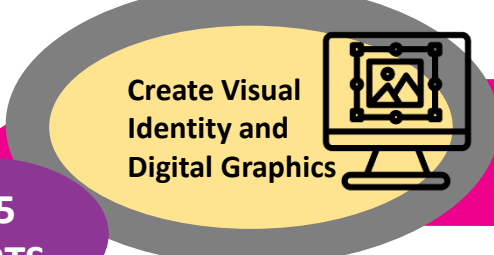
Resources to
Create IDM

IDM Features
and Conventions

Content and
Hardware



Plan Interactive
Digital Media



Create Visual
Identity and
Digital Graphics

Image Editing Tools
and Techniques

Source, Create and
Prepare Assets

Save and
Exporting

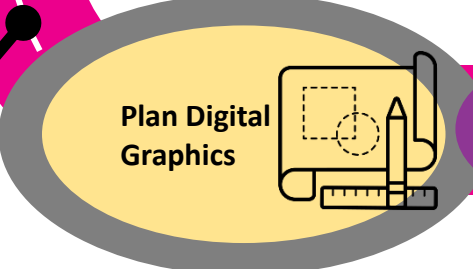
HT6
STARTS

HT5
STARTS

Planning
Techniques

Properties
and Use
of Assets

Graphic
Design and
Conventions



Plan Digital
Graphics

HT4
STARTS

Design
Styles

Visual
Identity
Components

Brand Recognition
and Visual
Communication



Develop Visual
Identity

HT3
STARTS



Pre-production
Planning

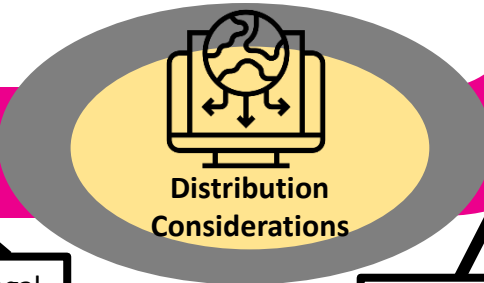
HT2
STARTS

Work
Planning

Ideas
Generation
Documentation

Design and Plan
Media Products

Legal
Issues



Distribution
Considerations

Distribution
Platforms
and Media

Media
Files
Properties
and
Formats

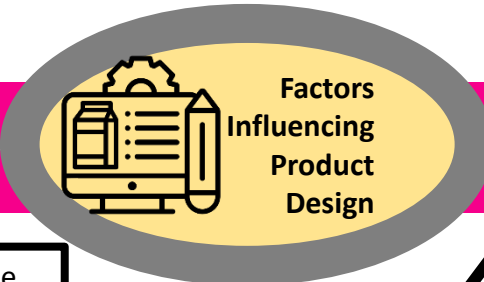
Media
Codes

Research
Methods
and Sources

Audience
Demographics
and
Segmentation

Client
Requirements

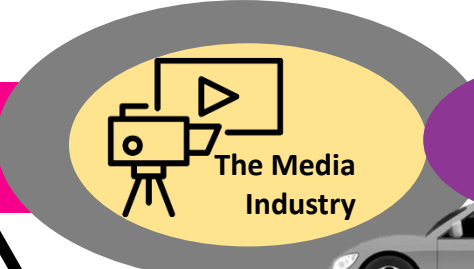
Style,
Content,
Layout



Factors
Influencing
Product
Design

Job Roles in the
Media Industry

Media Industry
Sectors & Products



The Media
Industry

HT1
STARTS



