My Computing Journey

Professional routes
A Levels
University
Apprenticeship

YEAR 11

KS4 – Esports BTEC

- Plan to promote the brand
- Design a logo and merchandise
- Develop a brand
- Investigate a global organisation

YEAR 10

KS4 – Esports BTEC

- Investigate Esport genres.
- Explore Esport teams
- Esport tournaments and leagues

YEAR 9

KS3 - Computing

- Cybersecurity — Protecting users and organisations from cyberattacks.
- Audiovisual representations — Using binary digits
- Data Science — Investigate problems and make real-world changes.
- 3D Animations — Using manipulation, tweaking and adjusting lighting and camera angles.
- Python Programming — Create a programming project using strings and lists.
- Introduction to Python — Sequence, selection and iteration.

YEAR 8

KS3 - Computing

- Developing for the web — Using HTML and CSS.
- Representation: binary digits — Represent numbers and text
- Mobile app development — Create an online gaming app.
- Vector Graphics — Use objects, layering and path manipulation.
- Computing systems — Exploring fundamental elements..
- Modelling data — Sorting and filtering using formulas and functions.

YEAR 7

KS2 - Computing

- Programming in Scratch II — Use subroutines to decompose a problem.
- Programming in Scratch I — Sequence, selection and iteration.
- Using media — Create a digital product for the real world.
- Networks — Using components for communication.
- Impact of technology — Respectful collaboration.
- Sensing — Capture inputs from a physical device.

YEAR 6

KS2 - Computing

- Internet communication — Explore online information sharing.
- Webpage creation — Design and create a webpage.
- Variables in games — Explore variable when designing and coding a game.
- Introducing spreadsheets — Answer questions using a spreadsheet.
- 3D modelling — Develop 3D computer models.
- Quizzes — Design and code an interactive quiz.

YEAR 5

KS2 - Computing

- Vector drawing — Creating images using layers and groups of objects.
- Flat-file databases — Creating charts and answering questions
- Physical computing — Exploring use of a microcontroller.
- Video production — Planning and producing a short film.
- Sharing information — Understanding systems and searching
- Repetition in games — Using a block based programme.

YEAR 4

KS2 – Computing

- The internet — Recognising the internet as a network of networks
- Audio production — Capture and edit a podcast
- Repetition in shapes — Use a text based programming language
- Data logging — Recognise how and why data is collected, use data loggers.
- Photo editing — Manipulate images for a purpose
- Events and actions — Use a range of events to trigger sequences of actions.
- Desktop publishing — Modify text, images and layouts for a purpose.

YEAR 3

- Branching databases — Group objects using yes/no questions
- Sequencing sounds — Block based programming language
- Stop-frame animation — Capture and edit stills to tell a story.
- Connecting computers — Inputs, processes, outputs, networks.

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