Holy Trinity
Computing and I-Media Long Term Plan – Secondary

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Y7	Office Docs & The cloud	E-safety	Computers: Input, Output and memory	Algorithms & Decomposition	Basic Programming Techniques (Scratch)	Basic Programming Techniques (Scratch)
Y8	Animation	Artificial Intelligence and safe use of technology	Binary and Boolean logic	The impact of technology on the physical world	Python Turtle	Programming algorithms and evaluation – Python Text based games
Y9	Networking & the Internet	Developing a website – HTML & CSS	Encryption and Cryptography	Image manipulation using Photoshop	Making an Arcade game	Further programming techniques – Advance Arcade Game
Y10 I-Media	**R093** TA 1: the media industry TA 2: Factors influencing product design	**R093** TA 3: Pre-production planning **R094** Visual identity Graphic design	**R094** TA1: Develop visual identity TA2: Plan digital graphics for products	**R094** TA3: Create visual identity and digital graphics **R093** TA4: Distribution considerations **R094** NEA	**R094** NEA	**R099** TA 1: Plan digital games TA 2: Create digital games
Y11 I-Media	**R099** TA 3: Review digital games	**R099** NEA	**R099** NEA **Revision for exam**	**Revision for exam**	**R093 Exam**	