

Unit summaries

	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6
Year 7	Clear messaging in digital media Combining the use of digital tools and online collaboration to produce media.	Networks - from semaphores to the internet Recognising networking hardware and explaining how networking components are used for communication.	Using media - Gaining support for a cause Creating a digital product for a real-world cause.	Programming essentials in Scratch - part I Applying the programming constructs of sequence, selection, and iteration in Scratch.	Programming essentials in Scratch - part II Using subroutines to decompose a problem that incorporates lists in Scratch.	Modelling data using spreadsheets Sorting and filtering data and using formulas and functions in spreadsheet software.
Year 8	Developing for the web Using HTML and CSS to create webpages.	Representations - from clay to silicon Representing numbers and text using binary digits.	Mobile app development Using event-driven programming to create an online gaming app.	Media - Vector graphics Creating vector graphics through objects, layering, and path manipulation.	Layers of computing systems Exploring the fundamental elements that make up a computer system.	Introduction to Python programming Applying the programming constructs of sequence, selection, and iteration in Python.
Year 9	Python programming with sequences of data Manipulating strings and lists. Creating a programming project.	Media - Animations Creating 3D animations through object manipulation, and tweaking and adjusting lighting and camera angles.	Data science Using data to investigate problems and make real-world changes.	Representations - going audiovisual Representing images and sound using binary digits.	Introduction to cybersecurity Identifying how users and organisations can protect themselves from cyberattacks.	Developing physical computing projects Sensing and controlling with the micro:bit.