Learning Journey for Computing and ICT

OPPORTUNITY INSPIRATION SUCCESS
WEXHAM SCHOOL SPORTS COLLEGE

Interactive Media

Computer Science

YEAR 11

- 7. Review of production
- Revision
- **2.2** Programming Fundamentals
- **1.4** Network Security
- **1.6** Ethical, legal, cultural and environmental impacts
- **2.3** Producing robust programs
- 6. Promotion and presentation of interactive media products
- **1.5** Systems software
- **1.3** Computer networks, connections and protocols
- 5. Developing an interactive media product
- 4. Product proposals and planning
- **2.4** Boolean Logic
- **2.1** Algorithms & The principles of computational thinking

10

- **2.2** Programming Fundamentals
- **1.1** Systems architecture
- 1. Types of interactive media products and their features
- 2. Interactive media and the audiences
- **1.2** Memory and Storage
- 3. Software and hardware options

9

- **Unit 18:** Flash animation
- **Unit 17:** Control Systems and Flowol
- **Unit 16:** Word Processing skills
- **Unit 15:** Database development
- **Unit 14:** Image editing and graphics
- **Unit 13:** Python (Part Two)

YEAR 8

- **Unit 11:** Introduction to Web Development
- **Unit 12:** How Computers work
- **Unit 10:** Cyber crime and security
- **Unit 9:** Introduction to Python
- **Unit 8:** Presentational Skills
- **Unit 7:** Data Modelling

YEAR 7

- **Unit 4:** Data Representation
- **Unit 5:** Kodu
- **Unit 6:** BBC Microbit
- **Unit 3:** Scratch (Visual Programming)
- **Unit 2:** Computational Thinking
- **Unit 1:** The School network & Online Awareness

welcome