

YEAR 7 Creative Digital

Units taught:

Autumn Term	Spring Term	Summer Term
Clear messaging in the media Networks	Modelling Data Using Media to gain support for a cause	Programming essentials 1 & 2

Main skills developed:

- An understanding of how to use computers creatively.
- How to gather and use data.
- An understanding of computational thinking.
- How the internet works.
- How to solve problems using programming?

How parents can help to support their child's learning:

Encourage practicing the skills they learn at school with particular attention to learning to program in different languages by downloading and installing the relevant software which is freely available at no charge. Students will be given the links to the sites where they can find the software for free.

Students will be set homework activities for longer projects which require work to be produced and used in the following lessons.

The following websites can help your child's learning:

<https://www.bbc.co.uk/bitesize/subjects/zvc9q6f>

<https://scratch.mit.edu/>

<https://senecalearning.com/en-GB/>

Extra-Curricular opportunities:

Within Y7 Creative Digital we provide homework drop in sessions at break and lunchtime.

SMSC & British Values:

Within the Year 7 curriculum we cover the British Value 'Rule of Law' when teaching internet safety. Think links to the 'Social' and 'Moral' strands of SMSC, students are taught how to protect themselves and others when communicating online learning how to report concerns and how to be a responsible digital citizen.

Career Opportunities:

- Software Engineer
- Computer Games Developer
- Cyber Crime Officer
- Digital Artist

YEAR 8 Creative Digital

Units taught:

Autumn Term	Spring Term	Summer Term
Media – vector graphics Computer systems	Developing for the web Data Representation	Mobile App Development Introduction to Python

Main skills developed:

- An understanding of how a computer uses binary.
- How and why key programming concepts are used.
- How to program in a high level programming language.
- An understanding of computational thinking.
- An understanding of key parts of a computer system.

How parents can help to support their child's learning:

Encourage practicing the skills they learn at school with particular attention to learning to program in different languages by downloading and installing the relevant software which is freely available at no charge. Students will be given the links to the sites where they can find the software for free.

Students will be set homework activities for longer projects which require work to be produced and used in the following lessons.

The following websites can help your child's learning:

<https://www.bbc.co.uk/bitesize/subjects/zvc9q6f>

<https://www.python.org/>

<https://www.codecademy.com/>

Extra-Curricular opportunities:

Within Y8 Creative Digital we provide homework drop in sessions at break and lunchtime.

SMSC & British Values:

Within the Year 8 curriculum we cover the British Value 'Rule of Law' when teaching the internet with direct reference to legislation used when addressing the misuse of computers. This links to the 'Social' and 'Moral' strands of SMSC, students are taught how to use software to prevent unauthorised access to computer systems. It also addresses the 'Cultural' issues associated with the increased use of technology and impacts of cybercrime.

Career Opportunities:

- Software Developer
- Specialist Investigator (Dark Web)
- Ethical Hacker
- Website developer

YEAR 9 Creative Digital

Units taught:

Autumn Term	Spring Term	Summer Term
Python programming 3D Animation	Cyber Security Physical Computing	Games design and development

Main skills developed:

Computer Science students at Bridlington School develop knowledge and understanding of how technology can be used to help proactively with current issues that impact on modern society, preparing them for their next steps in today's global world. Students will develop transferable skills for progression to higher education. We teach the 'underpinning' concepts, which are useful in many subjects, for example mathematics, science, and engineering. The rigorous approach to the subject will facilitate a smooth transition to the next level of study.

How parents can help to support their child's learning:

Encourage practicing the skills they learn at school with particular attention to learning to program in different languages by downloading and installing the relevant software which is freely available at no charge. Students will be given the links to the sites where they can find the software for free.

Students will be set homework activities for longer projects which require work to be produced and used in the following lessons.

The following websites can help your child's learning:

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<https://www.python.org/>

<https://www.codecademy.com/>

Extra-Curricular opportunities:

Within Y9 Creative Digital we provide homework drop in sessions at break and lunchtime.

SMSC & British Values:

When studying issues and impacts students look at wider societal issues such as the digital divide and the effects of technology on the environment.

Career Opportunities:

- Web Developer
- Software Engineer
- 3D artist
- IT Customer Support Technician
- Service Desk Analyst

YEAR 10 Creative iMedia

Units taught:

Autumn Term	Spring Term	Summer Term
Media industry sectors and products	Pre-production portfolio	Media codes and conventions
Audience and demographics	Digital graphics	Introduction to digital games

Main skills developed:

Creative iMedia students at Bridlington School develop knowledge and understanding of how technology can be used to help proactively with current issues that impact on modern society, preparing them for their next steps in today's global world. Students will develop transferable skills for progression to higher education. We teach the 'underpinning' concepts, which are useful in many subjects, for example mathematics, science, and engineering. The rigorous approach to the subject will facilitate a smooth transition to the next level of study.

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The following websites can help your child's learning:

<https://www.bbc.co.uk/bitesize/examspecs/zdqy7nb>

<https://qualifications.pearson.com/en/qualifications/edexcel-gcses/computer-science-2020.html>

<https://senecalearning.com/en-GB/>

<https://www.youtube.com/channel/UC0HzEBLIJxlrwBAHJ5S9JQg>

Extra-Curricular opportunities:

After school revision sessions on a Friday 2.30-3.30pm

SMSC & British Values:

When studying threats to systems students consider the 'Rule of Law' as well as 'Social' and 'Moral' issued linked to threats associated with using computer systems.

Career Opportunities:

- Studio technician
- Software engineer
- Concept artist

YEAR 11 Creative iMedia

Units taught:

Autumn Term	Spring Term	Summer Term
Gaming genre's and conventions	Distribution platforms	Legal issues in the media industry
Design and create a computer game	Research data	Jobs in the media industry

Main skills developed:

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<https://senecalearning.com/en-GB/>

<https://www.youtube.com/channel/UC0HzEBLIJxlrwBAHJ5S9JQg>

Extra-Curricular opportunities:

After school revision sessions on a Friday 2.30-3.30pm

SMSC & British Values:

When studying the environment students consider the impacts of the digital divide on society as well as the moral impact of the manufacturing and recycling process associated with technology. When studying Artificial Intelligence students look at the way the world is changing and what the effects AI is having.

Career Opportunities:

- Robotics Engineer
- Research Associate in AI
- Software Manager