iMedia Learning Journey
EYFS – Y13

Start an apprenticeship

Go to University

YEAR 13

Unit 1 Sum Exam

REVISION

Assess Unit 6 BC

Unit 1 Jan Exam

Unit 2 Jan Exam

REVISION

Assess Unit 6 A

Unit 2 Sum Exam

Assess Unit 3 BC

Unit 1 IT Systems
Impact of IT systems and issues

Unit 1 IT Systems
Operating online and protecting data and information

Unit 6 Website Development
Design and develop a website

Unit 1 IT Systems
Digital devices in IT systems and transmitting data

Unit 6 Website Development
Principles of website development

Unit 3 Using Social Media in Business
Exploring the impact of social media

Unit 3 Using Social Media in Business
Develop and implement a social media plan for a business

Unit 2 Creating System to Manage Information
Standard methods and techniques to design relational database solutions

Unit 2 Creating System to Manage Information
Evaluating a database development project

Unit 2 Creating System to Manage Information
The purpose and structure of relational database management systems

Unit 2 Creating System to Manage Information
Creating a relational database structure

YEAR 12

REVISION

RO93 Sum Exam

Assess Unit 3 A

RO93 Work planning, legal issues and pre-production documents
What are the different legal issues and what are pre-production documents? How can work be planned?

RO93 Properties formats of media
What are the different properties and formats used in media?

RO93 Research and media codes
What are the different media codes and what research can be carried out?

RO93 Media industry sectors
What are the different media industry sectors?

YEAR 11

Assess RO94

Assess RO97

RO94 Create visual identity and digital graphics
What tools can I use in image editing software to create my graphic?

RO94 Planning for digital graphics product
Who is your graphic for and what will it look like?

RO94 What is visual identity?
What is visual identity?

RO97 Testing and reviewing products
Does my product work and how well does my product meet the requirements of the brief?

RO97 Planning interactive multimedia products
Who is your product for and what will it look like?

RO97 Features of interactive multimedia product
What are the features of interactive multimedia products?

RO97 Create an interactive multimedia product
What tools can I use to create my product?

YEAR 10

Computer Science
What is the CPU?
What is the difference between hardware and software?

Digital literacy IV
What are the different IT skills which are transferable to other subjects, how do I present work professionally?

Data Modelling II
How can you search, manipulate and interrogate data using a database

YEAR 9

Website Development
Using Dreamweaver, Photoshop and fireworks to create an interactive website

Digital Graphics II
Using Photoshop to manipulate images and produce a professional looking magazine.

Enterprise
Create a marketing plan for a hat business

Digital literacy II
What is your digital footprint? Why is it important to think about what you are posting online

YEAR 8

Digital literacy III
What are the different legislations and how can they protect you and your data

Programming II
What is an algorithm and why are they important? How do you program using selection in python?

Data Modelling I
How to use a spreadsheet, how to create graphs, how to create simple formula

Digital Graphics I
Using fireworks to design and create a cereal box.

Programming I
Using python turtle to program shapes

System Architecture I
Input and output devices. How the CPU works

Digital literacy I
Passwords, searching for reliable information. Using basic Microsoft office applications

YEAR 7

Digital Literacy – Retrieve Content
Create a quiz, fact file, and PowerPoint presentation

Digital Literacy
E-safety, touch typing, emails, networks and word processing

Data Modelling
Spreadsheets, use graphs, simulations, and databases

Digital Graphics - 2Paint
Use effects and repeat patterns to create a picture using 2Paint.

KS2

Coding
Test, debug, repeat commands, use variables and loops.

Interactive Multimedia Products
Create animations, use sounds, create blogs.

Data Modelling - Spreadsheets
Use a spreadsheet to add amounts and create a graph

Digital Literacy - Emails
Keeping information safe. Open and send and email

Representing Data
Explore, edit, combine and record sounds

Representing Data
Represent data using images and pictograms.

Algorithms
Create, test and debug.

YEAR 2

YEAR 1

EYFS

Digital Literacy - Searching
Safe searching information and produce leaflet to explain.

Algorithms
Create, repeat, add timer, test and debug.

Coding
Move objects and create commands.

Digital Literacy – Exploring
Logging on to computers.

Digital Literacy – Familiarise
Play ICT games Take pictures on iPads using props.