

# Co-op Academy Walkden Curriculum Overview 2025-2026



Co-op Academy  
Walkden

|                        |   |   |  |   |   |   |  |
|------------------------|---|---|--|---|---|---|--|
| KS3 Subject:           | Computing & ICT   |   |  |   |   |   |  |
| KS4 Qualifications     | GCSE Computer Science (AQA)<br>Creative iMedia (OCR Cambridge National) |   |  |   |   |   |  |
| 5 Power Concepts:      |   | Online Safety   | Computer Systems   | Problem Solving   | Risk Taking   | Evolving Technologies                                 |  |
| Year Group             | Term  | Autumn 1  | Autumn 2   | Spring 1  | Spring 2  | Summer 1  | Summer 2   |
|                        | Title/Theme   | Online Safety   | Computer Systems   | Creating Digital Products   | Programming Skills  | Computer Systems                                      | Wider impacts of technology  |
| 7                      | Units   | Welcome to Computing and ICT<br>Impact of technology<br>Responsible online Behaviour  | Hardware & Software<br>Presenting information effectively  | Animation   | Programming<br>TuringLab - Farmbot  | Data Representation<br>Binary                         | Ethics in Computing  |
|                        | Title/Theme   | Online Safety   | Emerging Technologies  | Creating Digital Products   | Programming Skills  | Using Applications                                    | Using Applications   |
| 8                      | Units   | Impacts of social media<br>Responsible online behaviour   | Artificial Intelligence (AI)<br>- Possibilities & responsible use  | Creating and Manipulating<br>Images (Logos)<br>Combining resources          | Programming<br>TuringLab - Smart Cities                                     | Ethical, Legal & Social impacts of<br>technology      | App Development<br>AppLab  |
|                        | Title/Theme   | Online Safety   | Visual Identity & Creating<br>Digital Products   | Programming Skills  | Networks  | Data Science  | 3D Design & Animation  |
| 9                      | Units   | Impacts of wider online content<br>Responsible online behaviour<br>Online relationships   | Product design & implementation  | Programming in Python<br>- Real world application<br>Chatbot                | Components, protocols &<br>topologies<br>Presenting information effectively | Exploring the world of data<br>analytics              | Skill building<br>- Using industry software<br>Blender                   |
|                        | Title/Theme   | Computer Systems  | Algorithmic thinking   | Computer Networks   | Computers Systems   | Databases and SQL                                     | Programming skills   |
| Computer Science<br>10 | Units   | - Systems architecture<br>- Hardware and software<br>- Memory and storage   | - Algorithms<br>- Basic programming concepts<br>- String handling<br>- Structured programming and<br>subroutines | - Networks, protocols and layers<br>- Cybersecurity                         | - Boolean logic<br>- Data representation - images<br>and sound              | - Relational databases<br>- Structured Query Language | - Advanced programming<br>concepts<br>- Robust and secure<br>programming |
|                        | Title/Theme   | Wider impacts of technology   | Programming skills   | Revision  | Revision  |   |  |
| Computer Science<br>11 | Units   | - Ethical considerations of<br>technology<br>- Environmental considerations of<br>technology<br><del>Legislation affecting technology</del> | - Effective and efficient<br>programming<br>- Validation and testing   | Paper 1 - Computational Thinking<br>and Programming Skills                  | Paper 2 - Computing Concepts  |   |  |
|                        | Title/Theme   | R093: Creative iMedia in the media industry   |  |   | R094: Visual identity and digital graphics (NEA)                            |   |  |
| Creative iMedia<br>10  | Units   | - Media industry sectors and<br>products<br>- Job roles in the media industry   | - Factors influencing product<br>design<br>- Pre-production planning   | - Legal issues affecting media<br>products<br>- Distribution considerations | - Skill building<br>- Practice assignment                                   | NEA completion<br>(Release date 1st June)             | NEA completion   |
|                        | Title/Theme   | R095: Characters and comics (NEA)   |  | Exam Preparation  |   |   |  |
| Creative iMedia<br>11  | Units   | - Skill building<br>- Practice assignment   | NEA completion   | R093: Creative iMedia in the media industry<br>Revision                     |   |   |  |