

YEAR 3



Desktop publishing

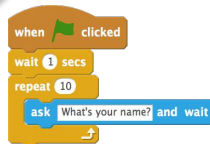
Sequence in music

Branching Databases

Events and Actions

Stop-Frame Animation

Games Design



YEAR 4

The Internet

Repetition in Shapes

Audio Production

Repetition in Games

Photo Editing

Data Logging



Interleaved strands

Information Technology

Computer Science

Digital Literacy