

2022/ 2023		AUTUMN				SPRING				SUMMER			
		HT1		HT2		HT3		HT4		HT5		HT6	
Y 7	Area of study Baseline Test + Induction	Area of study Getting Started	Area of study Computing components		Area of study Internet Safety, cyber security & Encryption		Area of study Introducing Spreadsheets		Area of study Programming in Scratch		Area of study Programming in Python (Sequencing)		
	Key concepts Baseline, H&S, Office 365, Email, Teams	Key concepts File Management, Office 365, Internet and Well-being, Vector Graphics, Bitmap Images, Photographs	Key concepts Hardware, measuring computer performance, computer peripherals, storage devices and media, the Internet of Things		Key concepts Digital Footprint, passwords and phishing, malware, encryption, automating encryption, keeping safe online		Key concepts Formulae, replication, referencing, Functions, Boolean Operators, IF and COUNT, Formatting, Graphs and charts, Modelling, Theme Park Challenges		Key concepts Introduction, sequencing, variables, selection, selection and logical operators and iteration		Key concepts Computer programs, getting data from the user, Data Types, Placeholders and lists, working with lists, working with strings		
	Assessment method Baseline Test	Assessment method End of Unit Assessment (Assessment of work)	Assessment method End of Unit Assessment (Assessment of work)		Assessment method End of Unit Assessment (Assessment of work)		Assessment method End of Unit Assessment (Assessment of work)		Assessment method End of Unit Assessment (Assessment of work)		Assessment method End of Unit Assessment (Assessment of work)		
Y 8	Area of study Computing: past present and future		Area of study Binary and computer logic		Area of study SAM Labs Programming		Area of study Algorithms		Area of study Programming in Python (Sequencing)		Area of study Programming in Python (Selection)		
	Key concepts Word processing, designing a leaflet, Moore's law, the history of computing, learning to present, the future of computing		Key concepts Logic gates, binary, creating an app, testing and reviewing an app, representing text and images		Key concepts Programming, Sequencing, conditions, selection, iteration		Key concepts Computational Thinking, Pattern Recognition, Flow Diagrams, Decomposition, Abstraction		Key concepts Computer programs, getting data from the user, Data Types, Placeholders and lists, working with lists, working with strings		Key concepts Selection, Decisions and calculations, IF...ELSE, comparing strings and numbers, ELIF, Multiple ELIFs		
	Assessment method End of Unit Assessment (Assessment of work)		Assessment method End of Unit Assessment (Assessment of work)		Assessment method End of Unit Assessment (Assessment of work)		Assessment method End of Unit Assessment (Assessment of work)		Assessment method End of Unit Assessment (Assessment of work)		Assessment method End of Unit Assessment (Assessment of work)		
Y 9	Area of study Sound and Video Editing		Area of study Programming in Python (Selection)		Area of study Programming in Python (Iteration)		Area of study Project 1 Theme Park Advert		Area of study Ethics of Computing		Area of study Project 2 Programming in Python		
	Key concepts Sound, Audio effects, Video editing, creating audio tracks, visual effects		Key concepts Selection, Decisions and calculations, IF...ELSE, comparing strings and numbers, ELIF, Multiple ELIFs		Key concepts Instructions, For loops, strings, lists, searching using for loops, while loops		Key concepts Graphics, audio/video editing, advert, marketing		Key concepts Sourcing content, using technology responsibly, technology and the environment, technology and the law		Key concepts Planning, Design, Development, Testing, Evaluation		
	Assessment method End of Unit Assessment (Assessment of work)		Assessment method End of Unit Assessment (Assessment of work)		Assessment method End of Unit Assessment (Assessment of work)		Assessment method Assessment of Project 1		Assessment method End of Unit Assessment (Assessment of work)		Assessment method Assessment of Project 2		
Y 10	Area of study System Architecture Algorithms Boolean Logic		Area of study Memory and Storage Programming Fundamentals		Area of study Memory and Storage Additional Programming techniques		Area of study Memory and Storage Additional Programming techniques		Area of study Producing Robust Programs Additional Programming techniques Raspberry Pi projects		Area of study Programming Challenges Revision		
	Key concepts Architecture of the CPU, CPU Performance, Embedded Systems, Computational Thinking, Designing, creating and refining algorithms		Key concepts Primary Storage and secondary storage, development of programming skills		Key concepts Units, Data Storage, development of programming skills		Key concepts Data storage, compression, development of programming skills and practice		Key concepts Defensive design, testing, development of programming skills and practice tasks		Key concepts Development of programming skills/practice (read, write, test & refine tasks based on a given problem)		
	Assessment method End of Unit Assessment (Theory)		Assessment method End of Unit Assessment (Theory + Python)		Assessment method End of Unit Assessment (Theory + Python)		Assessment method End of Unit Assessment (Theory)		Assessment method End of Unit Assessment (Theory) Assessment of challenge solutions		Assessment method End of Unit Assessment (Theory) Assessment of challenge solutions		
Y 11	Area of study Recap of Year 10 Networks and Topologies Wired and Wireless networks, protocols and layers Threats and preventing vulnerabilities		Area of study Operating Systems Utility Software Ethical, Legal, Environmental + Cultural Impacts Mock Revision		Area of study Ethical, Legal, Environmental + Cultural Impacts Searching and Sorting Algorithms Languages + IDE's Revision		Area of study Revision		Area of study Revision				
	Key concepts Networks, Topologies, Hardware, Client/Server networks, P2P Networks, Internet, Encryption, IP and MAC addressing, TCP/IP Layers Standards and Protocols, Threats, Vulnerabilities		Key concepts Operating Systems, Utility Software, Impacts		Key concepts Impacts, Searching, Bubble sort, merge sort, insertion sort, identifying algorithms		Key concepts Component 1 and 2		Key concepts Component 1 + 2				
	Assessment method End of Unit Assessment		Assessment method Mock Exams		Assessment method End of Unit Assessment		Assessment method Paper 1 Mock Exam Paper 2 Mock Exam		Assessment method Final GCSE Exams				
NOTES	SKILLS FOR LIFE/ FUTURE LEARNING AND EMPLOYMENT												
	Problem Solving Skills Logical Thinking Skills Digital Literacy Team-working Communication												