

2021/ 2022		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 Introducing Spreadsheets		Area of study Computing: past, present and future		Area of study Computing components		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 Formulae, replication, referencing, Functions, Boolean Operators, IF and COUNT, Formatting, Graphs and charts, Modelling, Theme Park Challenges		Key concepts History of computing and word processing, designing a leaflet, Moore's Law, Presenting, future of computing		Key concepts Hardware, measuring computer performance, computer peripherals, storage devices and media, the Internet of Things		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 (Task based)		Assessment method End of Unit Assessment (Task based)		Assessment method End of Unit Assessment (Task based)		Assessment method End of Unit Assessment (Task based)		Assessment method End of Unit Assessment		Assessment method End of Unit Assessment (Task based)		
Y 8	Area of study Baseline Test - Getting Started		Area of study Introducing Spreadsheets		Area of study Programming in Scratch (Recap)		Area of study Algorithms		Area of study Programming in Python (Sequencing)		Area of study Internet Safety, cyber security & Encryption		Area of study Programming in Python (Selection)	
	Key concepts File Management, Office 365, Internet and Well-being, Vector Graphics, Bitmap Images, Photographs		Key concepts Formulae, referencing, Functions, Boolean Operators, IF/COUNT, Formatting, Graphs/charts, Modelling, Challenges		Key concepts variables, selection, logical operators and 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 Digital Footprint, passwords and phishing, malware, encryption, automating encryption, keeping safe online		Key concepts Selection, Decisions and calculations, IF...ELSE, comparing strings and numbers, ELIF, Multiple ELIFs	
	Assessment method Baseline Test (start of Year 8) End of Unit Assessment		Assessment method End of Unit Assessment (Task based)		Assessment method End of Unit Assessment (Task based)		Assessment method End of Unit Assessment (Task based)		Assessment method End of Unit Assessment (Task based)		Assessment method End of Unit Assessment (Task based)		Assessment method End of Unit Assessment (Task based)	
Y 9	Area of study Getting Started		Area of study Designing websites		Area of study Python		Area of study SAM Labs Projects		Area of study Ethics of Computing		Area of study Project 1 Programming in Python		Area of study Introduction to GCSE Computer Science	
	Key concepts File Management, Office 365, Internet and Well-being, Vector Graphics, Bitmap Images, Photographs		Key concepts HTML, Style, Layout, Images/links, CSS		Key concepts Sequencing, selection, iteration, functions, string manipulation, lists		Key concepts TBC		Key concepts Sourcing content, using technology responsibly, technology and the environment, technology and the law		Key concepts Planning, Design, Development, Testing, Evaluation		Key concepts Computational Thinking	
	Assessment method End of Unit Assessment (Task based)		Assessment method End of Unit Assessment (Task based)		Assessment method End of Unit Assessment (Task based)		Assessment method TBC		Assessment method End of Unit Assessment (Task based)		Assessment method Assessment of Project 1		Assessment method	
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 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 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 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		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 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 Paper 1 Mock Exam Paper 2 Mock Exam		Assessment method Final GCSE Exams			
Z O ←		AREAS OF STUDY				KEY CONCEPTS				ASSESSMENT METHOD				

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