

2024 -2025	AUTUMN		SPRING		SUMMER		
	HT1	HT2	HT3	HT4	HT5	HT6	
Y7	<p>Area of study Baseline Test + Induction</p> <p>Key concepts Baseline, H&S, Office 365, Email, Teams</p> <p>Assessment method Baseline Test</p>	<p>Area of study Getting Started</p> <p>Key concepts File Management, Office 365, Internet and Well-being, Vector Graphics, Bitmap Images, Photographs</p> <p>Assessment method End of Unit Assessment (Assessment of work)</p>	<p>Area of study Computing components</p> <p>Key concepts Hardware, measuring computer performance, computer peripherals, storage devices and media, the Internet of Things</p> <p>Assessment method End of Unit Assessment (Assessment of work)</p>	<p>Area of study Internet Safety, cyber security & Encryption</p> <p>Key concepts Digital Footprint, passwords and phishing, malware, encryption, automating encryption, keeping safe online</p> <p>Assessment method End of Unit Assessment (Assessment of work)</p>	<p>Area of study Introducing Spreadsheets</p> <p>Key concepts Formulae, replication, referencing, Functions, Boolean Operators, IF and COUNT, Formatting, Graphs and charts, Modelling, Theme Park Challenges</p> <p>Assessment method End of Unit Assessment (Assessment of work)</p>	<p>Area of study Programming in Scratch</p> <p>Key concepts Introduction, sequencing, variables, selection, selection and logical operators and iteration</p> <p>Assessment method End of Unit Assessment (Assessment of work)</p>	<p>Area of study Programming in Python (Sequencing)</p> <p>Key concepts Computer programs, getting data from the user, Data Types, Placeholders and lists, working with lists, working with strings</p> <p>Assessment method End of Unit Assessment (Assessment of work)</p>
	<p>Area of study Computing: past present and future</p> <p>Key concepts Word processing, designing a leaflet, Moore's law, the history of computing, learning to present, the future of computing</p> <p>Assessment method End of Unit Assessment (Assessment of work)</p>	<p>Area of study Binary and computer logic</p> <p>Key concepts Logic gates, binary, creating an app, testing and reviewing an app, representing text and images</p> <p>Assessment method End of Unit Assessment (Assessment of work)</p>	<p>Area of study Networking and the Internet</p> <p>Key concepts IP addressing and switching, Domain names and DNS, Packets /packet switching, The Internet, Connecting to the internet</p> <p>Assessment method End of Unit Assessment (Assessment of work)</p>	<p>Area of study Algorithms</p> <p>Key concepts Computational Thinking, Pattern Recognition, Flow Diagrams, Decomposition, Abstraction</p> <p>Assessment method End of Unit Assessment (Assessment of work)</p>	<p>Area of study Programming in Python (Sequencing)</p> <p>Key concepts Computer programs, getting data from the user, Data Types, Placeholders and lists, working with lists, working with strings</p> <p>Assessment method End of Unit Assessment (Assessment of work)</p>	<p>Area of study Programming in Python (Selection)</p> <p>Key concepts Selection, Decisions and calculations, IF...ELSE, comparing strings and numbers, ELIF, Multiple ELIFs</p> <p>Assessment method End of Unit Assessment (Assessment of work)</p>	
Y8	<p>Area of study Designing Websites</p> <p>Key concepts HTML, Tags, Images, Text, CSS, Headers, Hyperlinks, Navigation, Tables</p> <p>Assessment method End of Unit Assessment (Assessment of work)</p>	<p>Area of study Programming in Python (Selection)</p> <p>Key concepts Selection, Decisions and calculations, IF...ELSE, comparing strings and numbers, ELIF, Multiple ELIFs</p> <p>Assessment method End of Unit Assessment (Assessment of work)</p>	<p>Area of study Programming in Python (Iteration)</p> <p>Key concepts Instructions, For loops, strings, lists, searching using for loops, while loops</p> <p>Assessment method End of Unit Assessment (Assessment of work)</p>	<p>Area of study Ethics of Computing</p> <p>Key concepts Sourcing content, using technology responsibly, technology and the environment, technology and the law</p> <p>Assessment method End of Unit Assessment (Assessment of work)</p>	<p>Area of study Project 2 Programming in Python</p> <p>Key concepts Planning, Design, Development, Testing, Evaluation</p> <p>Assessment method Assessment of Project 2</p>	<p>Area of study Project 1 Theme Park Advert</p> <p>Key concepts Graphics, audio/video editing, advert, marketing</p> <p>Assessment method Assessment of Project 1</p>	
	<p>Area of study System Architecture Algorithms Boolean Logic</p> <p>Key concepts Architecture of the CPU, CPU Performance, Embedded Systems, Computational Thinking, Designing, creating and refining algorithms</p> <p>Assessment method End of Unit Assessment (Theory)</p>	<p>Area of study Memory and Storage Programming Fundamentals</p> <p>Key concepts Primary Storage and secondary storage, development of programming skills</p> <p>Assessment method End of Unit Assessment (Theory + Python)</p>	<p>Area of study Memory and Storage Additional Programming techniques</p> <p>Key concepts Units, Data Storage, development of programming skills</p> <p>Assessment method End of Unit Assessment (Theory + Python)</p>	<p>Area of study Memory and Storage Additional Programming techniques</p> <p>Key concepts Data storage, compression, development of programming skills and practice</p> <p>Assessment method End of Unit Assessment (Theory)</p>	<p>Area of study Producing Robust Programs Additional Programming techniques Raspberry Pi projects</p> <p>Key concepts Defensive design, testing, development of programming skills and practice tasks</p> <p>Assessment method End of Unit Assessment (Theory) Assessment of challenge solutions</p>	<p>Area of study Programming Challenges Revision</p> <p>Key concepts Development of programming skills/practice (read, write, test & refine tasks based on a given problem)</p> <p>Assessment method End of Unit Assessment (Theory) Assessment of challenge solutions</p>	
Y9	<p>Area of study Recap of Year 10 Networks and Topologies Wired and Wireless networks, protocols and layers Threats and preventing vulnerabilities</p> <p>Key concepts Networks, Topologies, Hardware, Client/Server networks, P2P Networks, Internet, Encryption, IP and MAC addressing, TCP/IP Layers Standards and Protocols, Threats, Vulnerabilities</p> <p>Assessment method End of Unit Assessment</p>	<p>Area of study Operating Systems Utility Software Ethical, Legal, Environmental + Cultural Impacts Mock Revision</p> <p>Key concepts Operating Systems, Utility Software, Impacts</p> <p>Assessment method Mock Exams</p>	<p>Area of study Ethical, Legal, Environmental + Cultural Impacts Searching and Sorting Algorithms Languages + IDE's Revision</p> <p>Key concepts Impacts, Searching, Bubble sort, merge sort, insertion sort, identifying algorithms</p> <p>Assessment method End of Unit Assessment</p>	<p>Area of study Revision</p> <p>Key concepts Component 1 and 2</p> <p>Assessment method Paper 1 Mock Exam Paper 2 Mock Exam</p>	<p>Area of study Revision</p> <p>Key concepts Component 1 + 2</p> <p>Assessment method Final GCSE Exams</p>		
	<p>Area of study System Architecture Algorithms Boolean Logic</p> <p>Key concepts Architecture of the CPU, CPU Performance, Embedded Systems, Computational Thinking, Designing, creating and refining algorithms</p> <p>Assessment method End of Unit Assessment (Theory)</p>	<p>Area of study Memory and Storage Programming Fundamentals</p> <p>Key concepts Primary Storage and secondary storage, development of programming skills</p> <p>Assessment method End of Unit Assessment (Theory + Python)</p>	<p>Area of study Memory and Storage Additional Programming techniques</p> <p>Key concepts Units, Data Storage, development of programming skills</p> <p>Assessment method End of Unit Assessment (Theory + Python)</p>	<p>Area of study Memory and Storage Additional Programming techniques</p> <p>Key concepts Data storage, compression, development of programming skills and practice</p> <p>Assessment method End of Unit Assessment (Theory)</p>	<p>Area of study Producing Robust Programs Additional Programming techniques Raspberry Pi projects</p> <p>Key concepts Defensive design, testing, development of programming skills and practice tasks</p> <p>Assessment method End of Unit Assessment (Theory) Assessment of challenge solutions</p>	<p>Area of study Programming Challenges Revision</p> <p>Key concepts Development of programming skills/practice (read, write, test & refine tasks based on a given problem)</p> <p>Assessment method End of Unit Assessment (Theory) Assessment of challenge solutions</p>	

NOTES	SKILLS FOR LIFE/ FUTURE LEARNING AND EMPLOYMENT					
	<p>Problem Solving Skills Logical Thinking Skills Digital Literacy Team-working Communication</p>					