

Curriculum Plan

KS3

	Year 7	Year 8	Year 9
Autumn 1	Introduction to network Login and introduction to network Email Go4schools Acceptable Use Policy Access to cloud and online school resources Baseline test (Assessment 1) E-safety – Create poster Research skills	Working practices E-safety, get familiar with any changes to school systems Spreadsheets Cell referencing Formatting Sorting Formulas Functions Charts	Working practices E-safety, get familiar with any changes to school systems Spreadsheets Cover the content of the European Computing Driving Licence (ECDL) <i>(Assessment 1)</i>
Autumn 2	Bebras computational thinking challenge <i>(Assessment 2)</i> History of computing Research, create, plan and evaluate a presentation on the history of computing <i>(Assessment 3)</i>	Exam <i>(Assessment 1)</i> Bebras computational thinking challenge <i>(Assessment 2)</i> Databases Data types, characteristics of database tables, simple SQL queries	Bebras computational thinking challenge <i>(Assessment 2)</i> Python programming Review topics covered in year 8 and cover iteration and apply techniques to solving problems
Spring 1	Hardware and Software Includes Inputs, processing and Outputs Create a brochure using desk top publishing <i>(Assessment 4)</i>	Python programming Input, output, assignment and variables, operators and selection	Algorithms and data representation Binary-denary conversion Character coding Bitmap graphics Vector graphics Sound Fetch execute cycle Boolean logic gates Searching algorithms Sorting algorithms
Spring 2	Sequencing Use Flowol to create flowcharts for control various systems from traffic lights to more complex control systems	Animation Create 2D animations and use techniques such as layering, shape and motion tweening	BYOB Design and create a game in BYOB
Summer 1	Logo Programming Draw shapes by programming a turtle to introduce some of the basic concepts of coding including sequencing and iteration.	Websites Creating websites using HTML and CSS	Product launch using multimedia –images - poster Film advert
Summer 2	Block based coding in Scratch Continue to develop coding and introducing additional concepts like assignment, selection and concurrency.	Advertising campaign using multimedia Pupils can use a variety of multimedia to advertise a product – making a radio advert	

KS4

	Year 10 GCSE	Year 10 iMedia	Year 10 Core	Year 11 GCSE	Year 11 iMedia
Autumn 1	Data Representation Binary, Hexadecimal, ASCII Coding Input, output, variables, selection	Preproduction skills topics (Exam) Moodboards, Spider and Visualisation diagrams, Storyboards, Scripts Interpret client requirements, Identify timescales, Carry out primary and secondary research	Create a mobile phone app Collect and analyses data	Cybersecurity Coding	Creating Interactive Multimedia Products Where different interactive multimedia products are used Required hardware File formats Limitations Key elements
Autumn 2	Data Representation Images Sound Compression Coding Iteration	Preproduction skills topics Produce a work plan Identify Target audience, Hardware, techniques and software, Health and safety legislation			
Spring 1	Databases Coding Functions Lists Radom	Preproduction skills topics Understand different file formats, Review pre-production documents, mIdentify areas for improvement in a - preproduction document	Online collaboration Cybersecurity Esafety	IT in society Legal issues Coding	Design Game Concept The Evolution of gaming platforms Compare capabilities and limitations of platforms
Spring 2	Databases Coding Reading and writing files				
Summer 1	Computer Systems Hardware Software Boolean Coding	Computer Systems Fetch-execute-Cycle Coding	Positive online presenece Create CV, cover letters for job applications Create a professional blog, web page portfolio		
Summer 2	Computer Systems Fetch-execute-Cycle Coding				