



Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
	Autumn 1							Autumn 2							Spring 1							Spring 2					Summer 1					Summer 2							
Year 7 Computing	Baseline Assessment	Scratch Programming					Programming	Assessment Window	Programming with Microbits (*1)			Computational Thinking	Peripheral Devices: Input, Output & Storage				Assessment Window	Peripheral Devices	Data representation, Binary, Text (ASCII) Image & Sound					History of Computing					Assessment Window	Excel and Cyber Security				Activity Days					
Year 8 Computing	Computational Thinking	Programming with Small Basic					Data Representation & Binary	Assessment Window	Boolean & Logic Gates		Sound Sampling & Data in Images		Computing Assessment	Databases			Assessment Window	Fundamentals of Computer Systems					Mini Assessment	HTML	Exams	HTML			Assessment Window	Python Programming - Microbit Python			Cybersecurity						
KS4 Digital Literacy (1)*	Course Overview	Exploring User Interface and Design Principles					Project Planning Techniques: Create a project plan and initial design					Developing, refining and reviewing a User Interface					Collecting, presenting and interpreting data					Data Processing Methods					Produce a dashboard					Year Group Rollover							
KS4 Digital Literacy (2)*	Effective Digital Working Practices: Modern technologies and their impact					Effective Digital Working Practices: Cyber Security - threats to data, prevention and management, cyber security policies.					Effective Digital Working Practices: Wider implications of digital systems, responsible use, legal and ethical.					Effective Digital Working Practices: Planning and communicating in digital systems					Effective Digital Working Practices: Revision and final examination					Year Group Rollover													
KS4 Computer Science (1)*	Systems Architecture, Translators & Facilities, Memory and Computational Logic					Algorithms, Programming Techniques & Development					Storage, Systems Software, Wired/Wireless Networks, Programming Techniques & Development					Producing robust programs, programming development, Process for success, Formal Coding Assessment					Network topologies, protocols & layers, Data representation, Programming development					Data representation, Programming techniques & development	Pre-public Exams (PPE)	Year 10 Work Experience			Year Group Rollover								
KS4 Computer Science (2)*	Ethical, legal, cultural & environment, Programming Skills Audit					Non Examined Assessment (NEA - previously known as controlled assessment)					Pre-Public Exams (PPE)	Non Examined Assessment					Pre-Public Exams (PPE)	NEA	System Security and Revision			Year 11 GCSE Exams commence																	

\*Students in Year 9 will be studying either Digital Literacy or Computer Science over 3 years and students in Year 10 studying the courses over 2 years.

ASPIRE

ACHIEVEMENT \* SUPPORT \* PERSEVERANCE \* INDIVIDUALITY \* RESPECT \* EXCELLENCE