

YEAR 7-11

COMPUTER SCIENCE

| YEAR GROUP | CURRICULUM |
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| 7 | <p>Autumn 1</p> <ul style="list-style-type: none"> • Clear message in digital media <p>Autumn 2</p> <ul style="list-style-type: none"> • Networks: from Semaphores to the Internet <p>Spring 1</p> <ul style="list-style-type: none"> • Programming essentials in Scratch Pt.1 <p>Spring 2</p> <ul style="list-style-type: none"> • Modelling using spreadsheets <p>Summer 1</p> <ul style="list-style-type: none"> • Programming essentials in Scratch Pt.2 <p>Summer 2</p> <ul style="list-style-type: none"> • Using Media - gaining support for a cause |
| 8 | <p>Autumn 1</p> <ul style="list-style-type: none"> • Media - vector graphics <p>Autumn 2</p> <ul style="list-style-type: none"> • Layers of a computer system <p>Spring 1</p> <ul style="list-style-type: none"> • Developing for the Web <p>Spring 2</p> <ul style="list-style-type: none"> • Representations - From clay to silicon <p>Summer 1</p> <ul style="list-style-type: none"> • Mobile App Development <p>Summer 2</p> <ul style="list-style-type: none"> • Introduction to Python |
| 9 | <p>Autumn</p> <ul style="list-style-type: none"> • Python Programming with sequences of data • Media - Animation • Spreadsheets <p>Spring</p> <ul style="list-style-type: none"> • Representations - going Audiovisual • Introduction to Cybersecurity • Online Safety • It and the World of Work <p>Summer</p> <ul style="list-style-type: none"> • Media • Data Science • Applying programming skills with physical computing |
| 10 | <p>Autumn 1</p> <ul style="list-style-type: none"> • System Architecture • Memory and Storage <p>Autumn 2</p> <ul style="list-style-type: none"> • Memory and Storage |



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| | <p>Spring 1</p> <ul style="list-style-type: none"> • Memory and Storage • Computer Networks <p>Spring 2</p> <ul style="list-style-type: none"> • Computer Networks • Network Security <p>Summer 1</p> <ul style="list-style-type: none"> • Systems Software • Ethical, Legal, Cultural, and Environmental Issues <p>Summer 2</p> <ul style="list-style-type: none"> • Revision, Mocks and Enhancement Activities. • Programming practice is developed throughout the year |
| 11 | <p>Autumn 1</p> <ul style="list-style-type: none"> • Algorithms • Programming fundamentals <p>Autumn 2</p> <ul style="list-style-type: none"> • Programming fundamentals • Revision and mocks <p>Spring 1</p> <ul style="list-style-type: none"> • Producing robust programs • Boolean Logic <p>Spring 2</p> <ul style="list-style-type: none"> • Programming Languages • Revision <p>Summer 1</p> <ul style="list-style-type: none"> • Revision |
| Year 11 - NCFE | <p>Autumn 1</p> <ul style="list-style-type: none"> • Developing Media Products <p>Autumn 2</p> <ul style="list-style-type: none"> • NEA Development • Revision and Mocks <p>Spring 1</p> <ul style="list-style-type: none"> • NEA Development • Revision and Mocks <p>Spring 2</p> <ul style="list-style-type: none"> • Production Process • Revision <p>Summer 1</p> <ul style="list-style-type: none"> • Revision <p>Summer 2</p> <ul style="list-style-type: none"> • Revision |