

Curriculum Map

COMPUTING

	Autumn term		Spring term		Summer term	
	1	2	1	2	1	2
Year 7	Logging on, accounts, School systems, email, GL assessments, E-safety Basic formatting	E safety: Creating documentation to explain safe use of technology and practice formatting for an audience	Introduction to algorithms and developing a Scratch game	Complete scratch game Data representation: Binary, Hexadecimal maths	Complete Data representation: Binary, Hexadecimal maths	Computer systems: Hardware and software and connectivity between devices
Year 8	Web design: creating a basic navigable website and all the assets needed.	Finish Web design Introduction to programming with python: inputs, outputs, processing and selection	Continue Introduction to programming with python: inputs, outputs, processing and selection	Complete Introduction to programming with python: inputs, outputs, processing and selection	Data representation and creation of images and sound	Cyber security: The dangers to technology and how to reduce the risks
Year 9	Developing a portfolio: graphic design and setting up for the whole year	Python programming (sign up page): expanding on year 8s introduction using iteration	Creating a magazine cover using Photoshop	Developing a Computer systems video	Developing a Computer systems video	Independent development of portfolio expanding the portfolio on topics of personal interest

OCR Computer Science (601/8355/X).

Year 10	<p style="text-align: center;">Component 2</p> <p style="text-align: center;">2.1 Algorithms 2.2 Programming fundamentals 2.3 Producing robust programs 2.4 Boolean logic 2.5 Programming languages and Integrated Development Environments</p>	<p style="text-align: center;">Component 1</p> <p style="text-align: center;">1.1 Systems architecture 1.2 Memory and storage 1.3 Computer networks, connections and protocols 1.4 Network security 1.5 Systems software 1.6 Ethical, legal, cultural and environmental impacts of digital technology <i>(Continued into Y11)</i></p>
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AQA Computer Science (601/8301/9)

Year 11	3.5 Fundamentals of computer networks 3.6 Cyber security 3.8 Ethical, legal and environmental impacts of digital technology on wider society, including issues of privacy	Revision for Mock exam 3.7 Relational databases and structured query language (SQL)	Revision for GCSE exams	Revision for GCSE exams	Revision for GCSE exams	
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