



## Curriculum Overview: Computing/Computer Science

### Key Stage 3 Units/Topics – Year 7 (Green) and Year 8 (Blue)

	Half Term 1	Half Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6
Yr 7	Schools systems and security and powerpoint	Emails	Computer Systems	Computational thinking and block programming	Spreadsheets	Python Turtle
Yr 8	Further python,	HTML and website design	Intro to Computer Science	Creating Multimedia	Publishing	Learning skills and Application in preparation for KS4

### Key Stage 4 Units/Topics– Year 9 (Red) and Year 10 (Orange) and Year 11 (Yellow)

	Half Term 1	Half Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6
Yr 9	J277 Systems Architecture Programming	Memory and Storage pt1  Programming	Memory and storage pt 2  Computer networks pt1 Programming	Computer networks pt1  Programming	Computer networks part 2  Programming	Computer networks p2  Programming
Yr 10	J277 Systems software  Ethical, legal and environmental Programming	Ethical, legal and environmental Programming Fundamentals (theory) Programming	Programming Fundamentals (theory)  Programming	Algorithms  Programming	Algorithms Producing robust programs  Programming	Producing robust programs  Programming
Yr 11	J808 IT Spreadsheet skills	Database skills	Preparation for Controlled Assessment	Controlled assessment	Controlled assessment	Review theory covered during lockdown
	J276	Programming project and	Complete and review	Complete and review paper	Revision	



Subject curriculum overview – Key Stage 3 and 4 ((For information on more detailed UOL or curriculum maps please email Mr Barnes)



Programming skills and programming project	review of topics covers in lockdown	Paper1 theory Computer Systems	2 theory Computational thinking		
J808 IT Database skills RO13 controlled assessment	RO13 Controlled Assessment	Review theory covered during lockdown (Potential resit of RO13)	Revision	Revision	