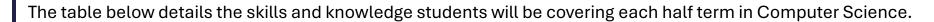
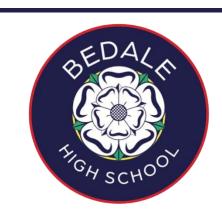
**Curriculum & Rubric Map Overview** 2025-2026

Year 7

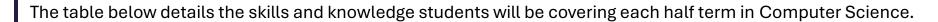




	Half Term 1	Half Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6
	CS00 Introduction to	CS01 Email and E-	CS06 Computer Systems	CO08 Spreadsheets	CS12 Publishing	CS18 Introduction to
	Computing	Safety				problem solving
			This unit provides the	The unit is centered	This unit focus on	
	Introduction to the digital	Introduction to the digital	essential knowledge of	around introducing	producing work for an	This unit focuses on the
	classroom.	communication, and E-	computer systems and	students to using tools to	audience and meeting	three core programming
	. Even estations and	Safety.	how they work which is fundamental to the	manage and manipulate	deadlines. Pupils carry out different roles within	constructs whilst
	<ul> <li>Expectations and routines</li> </ul>	- Sanding and receiving	subject.	data.	the publishing process to	developing computational thinking
		<ul> <li>Sending and receiving emails</li> </ul>	Subject.	Using spreadsheets	create a digital	skills through problem
	File management and	Netiquette	Types of computer	effectively	document.	solving within a block-
	<ul><li>security</li><li>e-safety issues and</li></ul>	Sending attachments	systems	• Formulas and	accament.	based programing
	security	Dealing with E-Safety	• and peripherals	• functions	House style	environment.
Knowledge	Digital literacy in	issues	•The CPU	Conditional formatting	• Design	
and skills that	Microsoft 365	<ul> <li>Providing advice to new</li> </ul>	• RAM & ROM	Using graphs and charts	• Reporter	<ul> <li>Sequencing</li> </ul>
will be		users	Secondary storage	effectively in	• Editor	<ul> <li>Selection</li> </ul>
covered during				spreadsheets	• Designer	Iteration
this half term.						
	End of topic iterative test	Interim assessment 1	End of topic iterative test	Interim assessment 2	End of topic iterative test	Master assessment
Assessments	comprising of multiple choice,	To cover CS00 and CS01	comprising of multiple choice,	To cover CS00, 01, 06, 08	comprising of multiple choice,	To cover CS00, 01, 06, 08,
1.0000071101110	short answer and long	60 minutes	short answer and long	60 minutes	short answer and long	12
	answer questions.		answer questions.		answer questions.	60 minutes

Curriculum & Rubric Map Overview 2025-2026

Year 8





	Half Term 1	Half Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6
Knowledge and skills that will be covered during this half term.	CS04 Introduction to programming — Scratch  This unit focuses on the three core programming constructs whilst developing computational thinking skills through the design and implementation of algorithms in Scratch.  • Sequencing • Selection • Iteration	CS10 Websites and HTML  This unit covers using the internet effectively, internet standards, and the creation of webpages using a text-based editor.  • HTML and CSS • Search Engines • Efficient searching Threats on the internet	Students will develop their understanding of the importance of data and data analysis in the modern world.  • Data vs Information • Data Structure • Validation • Sorting and Searching data • Data analysis • Data visualisation	CS16 Computer Networks This unit covers the principles and design of networks and how computing devices communicate.  • Types of networks (LAN,WAN) • Network hardware • The Internet • IP Addressing and • switches • Connecting to the • Internet The cloud	CS05 Python Turtle  This unit builds on the visual programming covered in Year 8, developing text-based programming through  Python Turtle:  Outputs, inputs and  Variables  Sequencing  Mathematical  Operators  Algorithms	CS02 Microbits – Physical computing  This unit develops the understanding of and ability control hardware through visual Programming.  Outputs, inputs and Variables Sequencing Mathematical Operators Algorithms
Assessments	End of topic iterative test comprising of multiple choice, short answer and long answer questions.	Interim assessment 1 To cover CS00, 01, 06, 08, 18, 12, 04, 10 60 minutes	End of topic iterative test comprising of multiple choice, short answer and long answer questions.	Interim assessment 2 To cover CS00, 01, 06, 08, 18, 12, 04, 10, 03, 16 60 minutes	End of topic iterative test comprising of multiple choice, short answer and long answer questions.	Master assessment To cover CS00, 01, 06, 08, 18, 12, 04, 10, 03, 16, 05 60 minutes

Curriculum & Rubric Map Overview 2025-2026 Year 9 SEDAL REDAL REPORTED AND SCHOOL

The table below details the skills and knowledge students will be covering each half term in Computer Science.

	Half Term 1	Half Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6
Knowledge and skills that will be	CS20 Python programming This unit builds on the text based programming covered in Year 8, continuing to develop text-based programming through Python:  Outputs, inputs and Variables Sequencing Mathematical	Half Term 2 CS14 Cyber Security  This unit continues to develop students understanding of E-Safety and Security.  • Social Engineering • Hacking • Bots and DDoS • Security measures	Half Term 3 CS21 Ethics  This develops pupils understanding of the ethical issues within computer Science.  • Automation • Self-driving cars • Machine learning • The use of Al	CS22 Computational Thinking  This section of the unit focusses on the use of computational thinking algorithms.  • Algorithms • Representing algorithms using flowcharts • Searching algorithms • Sorting algorithms	CS22 Computational Thinking  This unit introduces students to the ways in which computers represent different types of data.  Binary Text Images Graphics	Half Term 6 CS15 3D modelling and animation  This unit introduces students to 3D Modelling and Animation.  • Simple models • Animation • Complex models • Organic modelling
and skills that	<ul><li>Sequencing</li><li>Mathematical</li><li>Operators</li></ul>			<ul> <li>Searching algorithms</li> </ul>	1	
Assessments	End of topic iterative test comprising of multiple choice, short answer and long answer questions.	Interim assessment 1 To cover Y7/8 content plus CS20, 14 60 minutes	End of topic iterative test comprising of multiple choice, short answer and long answer questions.	Interim assessment 2 To cover Y7/8 content plus CS20, 14, 21, 22 60 minutes	End of topic iterative test comprising of multiple choice, short answer and long answer questions.	Master assessment To cover Y7/8 content plus CS20, 14, 21, 22 60 minutes

Curriculum & Rubric Map Overview 2025-2026 Year 10



The table below details the skills and knowledge students will be covering each half term in Computer Science.

Half Term 1	Half Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6		
Introduction to Computer Science	Paper 1 Computer Systems	Paper 1 Computer Systems	Paper 1 Computer Systems	Paper 1 Computer Systems	Paper 1 Computer Systems		
	1.1 Systems Architecture	1.2 Memory and Storage	1.3 Computer Networks 1.4 Network Security	1.5 Systems Software 1.6 Ethical, Legal, Cultural and environmental	2.1 Algorithms 2.2 Programming Fundamentals		
Introduction to	Paper 2 Computational thinking, Algorithms and Programming						
Programming							
this half term. Computational thinking and Python Programming Projects							
	Interim assessment 1		Interim assessment 2		Master assessment		
					(mock exams)		
	30 minutes		30 minutes		Computer systems: Written examination,		
					1hour 30 minutes		
	Introduction to Computer Science	Introduction to Computer Science  Paper 1 Computer Systems  1.1 Systems Architecture  Paper 2 Computational to Computational to Computational thinking and C	Introduction to Computer Science  Paper 1 Computer Systems  1.1 Systems Architecture  Introduction to Programming  Paper 2 Computational thinking, Algorithms and Formulational thinking and Python Programming Programming  Interim assessment 1 To cover 1.1	Introduction to Computer Systems  1.1 Systems Architecture  1.2 Memory and Storage 1.3 Computer Networks 1.4 Network Security  Paper 2 Computational thinking, Algorithms and Programming  Computational thinking and Python Programming Projects  Interim assessment 1 To cover 1.1	Introduction to Computer Systems		

Curriculum & Rubric Map Overview 2025-2026 Year 11



The table below details the skills and knowledge students will be covering each half term in Computer Science.

