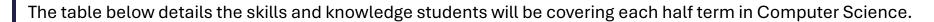
Curriculum & Rubric Map Overview 2025-2026

Year 7

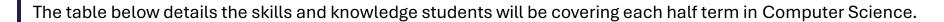




	Half Term 1	Half Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6
Knowledge and skills that will be covered during this half term.	CS00 Introduction to Computing Introduction to the digital classroom. • Expectations and routines • File management and • security • e-safety issues and security •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

Curriculum & Rubric Map Overview 2025-2026

Year 8



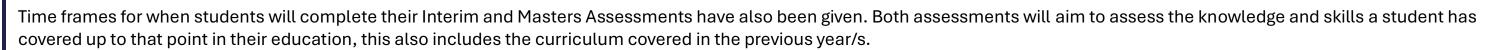


	Half Term 1	Half Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6
Knowledge and skills that will be covered during this half term.	CS04 Introduction to programming – Scratch This unit focuses on the three core programming constructs whilst developing computational thinking skills through the design 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

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 covered during this half term.	Half Term 1 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 Operators Algorithms Computational thinking Debugging	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	This develops pupils understanding of the ethical issues within computer Science. • Automation • Self-driving cars • Machine learning • The use of Al	Half Term 4 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 • Abstraction Decomposition	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
Assessments	End of topic iterative test comprising of multiple choice, short answer and long	Interim assessment 1 To cover Y7/8 content plus CS20, 14	End of topic iterative test comprising of multiple choice, short answer and long	Interim assessment 2 To cover Y7/8 content plus CS20, 14, 21, 22	End of topic iterative test comprising of multiple choice, short answer and long	Master assessment To cover Y7/8 content plus CS20, 14, 21, 22

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 t	│ hinking. Algorithms and F	│ Programming		
Programming		g,g			
	Computational thinking an	d Python Programming Pro	jects		
	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 Systems 1.1 Systems Architecture Paper 2 Computational t Computational thinking an	Introduction to Computer Systems 1.1 Systems Architecture Paper 1 Computer Systems 1.2 Memory and Storage Paper 2 Computational thinking, Algorithms and Forgramming Computational thinking and Python Programming Pro Interim assessment 1 To cover 1.1	Introduction to Computer Systems 1.1 Systems Architecture 1.2 Memory and Storage 1.3 Computer Systems 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 Science 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 Introduction to Programming Paper 2 Computational thinking, Algorithms and Programming Computational thinking and Python Programming Projects Interim assessment 1 To cover 1.1

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.

	Half Term 1	Half Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6
	Paper 2 Computational thinking, Algorithms	Paper 2 Computational thinking, Algorithms	Revision	Revision		
	and Programming	and Programming	Paper 1 - Computer Systems	Paper 2 – Computational thinking, Algorithms		
	2.3 Producing Robust Programs	2.5 Programming Languages and IDE's		and Programming		
	2.4 Boolean Logic					
Knowledge and skills that will be						
covered during this half term.						
		Interim 1 (mock exams)		Interim 2 (mock exams)	GCSE	
Assessments		Paper 1 exam Computer systems: Written examination, 1hour 30 minutes (50% of qualification)		Paper 1 exam Computer systems: Written examination, 1hour 30 minutes (50% of qualification)	Paper 1 exam Computer systems: Written examination, 1hour 30 minutes (50% of qualification)	
		Paper 2 exam Computational thinking, Algorithms and Programming:		Paper 2 exam Computational thinking, Algorithms and Programming:	Paper 2 exam Computational thinking, Algorithms and Programming:	
		Written examination, 1hour 30 minutes (50% of qualification)		Written examination, 1hour 30 minutes (50% of qualification)	Written examination, 1hour 30 minutes (50% of qualification)	