

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
Year 7	Using Computers Folder structure Applications Browsers On-line Safety Who are you talking to? Start creating an on-line safety PowerPoint slide show.	On-line Safety Cyberbullying Continue the on-line safety PowerPoint slide show.	Computational Thinking Decomposition Pattern Recognition Create a Computational Thinking word document.	Computational Thinking Abstraction Algorithms Continue the Computational Thinking word document.	Flowcharts Purpose of Flowcharts. Symbols used in flowcharts.	Scratch Programming Introduce the basics Drawing shapes in Scratch using angles.	Scratch Programming Co-ordinates Variables Game development.
Enabling pupils to recognise online and offline risks and recognise the dangers of inappropriate use of technology and social media. Developing pupil's confidence, resilience and knowledge. Moral development. Enjoyment and creativity. Homework activities.							
Year 8	Hardware and Computer Systems Input and output devices CPU, RAM, Motherboard, HDD, SSD	Hardware and Computer Systems Memory and Storage devices	Binary Numbers Use of binary Binary to denary conversions Denary to binary conversions	Boolean Logic Logic gates Truth tables	Spreadsheets Formula and graphs	Python Programming Sequences Print and input functions Mathematical calculations Variables and data types	Python Programming Selection statements and Iteration
Developing pupil's confidence, resilience and knowledge. Moral development. Enjoyment and creativity. Homework activities.							
Year 9	Hardware and Computer Systems Part Two How the CPU works. The Fetch-Decode-Execute cycle.	Representing Data Binary review. Images, bitmaps, text and sound.	Websites and HTML Introduction to websites Introduction to HTML Creating a simple web page	Websites and HTML Adding images and links Using Cascading Style Sheets	Websites and HTML Website mini project	Python Programming Part Two Random number generator Subroutines – functions and procedures	Python Programming Part Two Subroutines continued Arrays and lists
Developing pupil's confidence, resilience and knowledge. Moral development. Enjoyment and creativity. Homework activities.							

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 10	Course Introduction Systems Architecture Memory and Storage	System Software Data Representation	Data Representation Computer Networks, Protocols and Layers	Computer Networks, Protocols and Layers	Network and Cyber Security	Ethical, legal and environmental issues
	Hands-on python programming	Hands-on python programming	Hands-on python programming	Hands-on python programming	Hands-on python programming	Hands-on python programming
Developing pupil's confidence, resilience and knowledge. Moral development. Enjoyment and creativity. Homework activities.						
Year 11	Advanced Programming Concepts	Advanced Programming Concepts	Algorithms and Computational Logic	Algorithms and Computational Logic	Exam preparation	Exam preparation
	Hands-on python programming	Hands-on python programming	Hands-on python programming	Hands-on python programming		
Developing pupil's confidence, resilience and knowledge. Moral development. Enjoyment and creativity. Homework activities.						
Year 12	Unit 2 – Fundamentals of computer systems	Unit 2 – Fundamentals of computer systems Object oriented programming paradigm C# programming	Unit 2 - exam Unit 14 – Computer games development	Unit 14 – Computer games development – report Unit 7 – IT systems security and encryption	Unit 14 – Computer games development – report Unit 7 – IT systems security and encryption	Unit 1 – Principles of computer science C# programming
	Developing pupil's confidence, resilience and knowledge. Moral development. Enjoyment and creativity. Homework activities. Readiness for the next phase of education, training or employment.					
Year 13	Unit 1 – Principles of computer science C# programming	Unit 14 – Computer games development game design document	Unit 1 - exam	Unit 14 – project Unit 7 - project	Unit 14 – project Unit 7 - project	Unit 14 – project Unit 7 - project
	Developing pupil's confidence, resilience and knowledge. Moral development. Enjoyment and creativity. Homework activities. Readiness for the next phase of education, training or employment.					