

Curriculum Overview: Computer Science

	Year 7	Year 8	Year 9	Year 10	Year 11	Year 12	Year 13
HT1	<u>Theory</u> -ESafety & Computer hardware <u>Programming</u> - Scratch basics	<u>Theory</u> –E Safety & introduction to networks <u>Programming</u> -	Theory – Computer Architecture Programming – Python basic	Section 1 – System Architecture Section 6 – programming – sequence & selection	Revision of Yr 10. Section 8 – Data representation. Programming -Records & files.	Section 1: Components of a Computer Section 6: Data Types	Section 9: Legal, moral, ethical and cultural issues Section 11: Programming techniques
HT2	<u>Theory</u> - Computer hardware <u>Programming</u> – Programming in Excel.	<u>Theory</u> –System software Operating systems <u>Programming</u> -	Theory – Computer Architecture Programming – Python basic	Section 2 – Wired & wireless networks Section 6 – programming- Iteration	Revision Section 8 – Data representation. Programming -Records & files.	Section 1: Components of a Computer Section 2: Software systems Section 8: Boolean Algebra Project: Analysis	Project: Development
HT3	<u>Theory</u> - How the Internet works <u>Programming</u> – Introduction to Micro:bit Programming	<u>Theory</u> –Binary/Denary conversion <u>Programming</u> -	Theory – Wired & wireless networks Programming – Python data types	Section 3 – System software and security Section 6 – programming- Iteration	Revision – exam papers Programming – practice writing of programmes	Section 2: Software systems Section 4: Exchanging Data Project: Analysis	Section 12: Algorithm Project: Development
HT4	<u>Theory</u> –Introduction to Binary numbers <u>Programming</u> – Micro:bit Programming. Create useful scripts.	<u>Theory</u> –System security <u>Programming</u> -	Theory – Wired & wireless networks Programming – Python – If statement	Section 4 – Ethical, legal issues Section 6 – programming- arrays	Revision – exam papers Programming – practice writing of programmes	Section 3: Software development Section 7: Data Structures Project: Design	Revision Project: Development to inform
HT5	<u>Theory</u> –Copyright and legal issues <u>Programming</u> – Trinket Turtle introduction	<u>Theory</u> –Effect of technology on environment <u>Programming</u> -	Theory – System software and security Programming – Python – For - loop	Section 7 – Logic & languages Section 6 – programming – Procedures & functions	Revision – exam papers	Section 5: Network and web technologies Section 7: Data Structures Project: Design	Revision
HT6	<u>Programming</u> – Introduction to HTML	<u>Programming</u> -	Theory – Ethical, legal issues Programming – Python – While - loop	Revision Section 6 – programming – Procedures & functions		Section 5: Network and web technologies Section 10: Computational Thinking	