



**Overview:**

The Year 7 Computing curriculum is split up in four topics, two of these focus on Information Technology and Digital Literacy and the other two on Computer Science.

The topics taught are a combination of knowledge and practical skills. Students are given the opportunity to develop their digital literacy and creative skills alongside computational thinking and understanding how digital systems work.

**Careers in the Curriculum:**

The topics covered will highlight links to careers in Business Administration and Finance, IT Support, Computer Programming and Software Development, Cyber Security and Game Developer.

Term	Topic	Assessment
Aut1	Computer and Office Skills <ul style="list-style-type: none"> <li>• Google Workspace Training (Google Classroom/ Google Drive)</li> <li>• Office Skills (Presentation/Word Processing/ Publisher/ Spreadsheet)</li> <li>• E-Safety (online choices and computer crime)</li> </ul>	Digital literacy and office skill assessment.  E Safety Leaflet.
Aut2	Bebras Challenge Students learn about Computational Thinking and complete the online national computational thinking challenge  Block Programming <ul style="list-style-type: none"> <li>• Programming with Code.org covering sequencing and iteration</li> </ul>	Bebras Challenge.
Spr1	Block Programming <ul style="list-style-type: none"> <li>• Programming with Code.org covering conditions and sprites.</li> <li>• Programming with Scratch covering backgrounds, user controls and variables</li> </ul>	Block programming assessments - design and create own game/project.
Spr2	Understanding Computers <ul style="list-style-type: none"> <li>• Inputs and Outputs</li> <li>• Computer Components</li> <li>• Units of Measurements and Binary conversion</li> <li>• Binary Addition, ASCII and Images</li> <li>• Logic circuits (simple boolean logic and its uses in circuits and programming)</li> </ul>	Binary assessment.
Sum1	Understanding Computers <ul style="list-style-type: none"> <li>• Encryption</li> </ul> Game and Project Design <ul style="list-style-type: none"> <li>• Programming and 3D game creation</li> </ul>	Understanding computers assessment.
Sum2	Game and Project Design <ul style="list-style-type: none"> <li>• Planning, designing projects</li> <li>• Implementing, testing and evaluating game projects</li> </ul>	Game Design.



**Overview:**

The Year 8 Computing curriculum is split up in four topics, two of these focus on Information Technology and Digital Literacy and the other two on Computer Science.

The topics taught are a combination of knowledge and practical skills. Students are given the opportunity to develop their digital literacy and creative skills alongside problem solving and an introduction to text based programming.

**Careers in the Curriculum:**

The topics covered will highlight links to careers in Graphics Design, Software Developer, Digital Content Lead, Web Developer, Game Designer.

Term	Topic	Assessment
<b>Aut1</b>	Creating Digital Business Products <ul style="list-style-type: none"> <li>• House styles</li> <li>• Business logos</li> <li>• Business card</li> <li>• Leaflet</li> </ul>	Digital literacy and creativity assessment.
<b>Aut2</b>	Creating Digital Business Products <ul style="list-style-type: none"> <li>• Audio editing</li> <li>• Website design</li> </ul> Bebras Challenge  E Safety - consent and being kind online	Bebras Challenge.
<b>Spr1</b>	Text programming with Small Basic language <ul style="list-style-type: none"> <li>• Introduction to text based programming</li> <li>• Selection and iteration</li> <li>• Programming with graphics</li> </ul>	Small basic assessment.
<b>Spr2</b>	Text programming with Small Basic language <ul style="list-style-type: none"> <li>• Solve computational problems</li> <li>• Assessment</li> </ul> Video Editing <ul style="list-style-type: none"> <li>• Editing techniques</li> <li>• Using images and titles and captions</li> <li>• Movie trailer analysis</li> </ul>	Small basic assessment.  Movie Trailer Analysis.
<b>Sum1</b>	Video Editing <ul style="list-style-type: none"> <li>• Transitions</li> <li>• Trim, multi-trim and scene detection</li> <li>• Audio</li> <li>• Plan/design movie trailer</li> <li>• Create movie trailer</li> </ul>	Plan Movie Trailer (storyboard).
<b>Sum2</b>	Microbits <ul style="list-style-type: none"> <li>• LEDs</li> <li>• Strings</li> <li>• Random</li> <li>• Programming games</li> <li>• Using robotics kits to plan and solve a problem</li> </ul>	Robotics Challenge.



**Overview:**

The Year 9 Computing curriculum is split up in four topics, two of these focus on Information Technology and Digital Literacy and the other two on Computer Science.

The topics taught are a combination of knowledge and practical skills. Students are given the opportunity to develop their digital literacy and creative skills alongside computational thinking and understanding the impacts of technology.

**Careers in the Curriculum:**

The topics covered will highlight links to careers in Graphics Design, Digital Animator, Programmer, Video and Sounds Editor, Content Creator, Website Developer.

Term	Topic	Assessment
Aut1	Digital Graphics <ul style="list-style-type: none"> <li>• Bitmap and Vector images</li> <li>• Binary image representation</li> <li>• Image file types</li> <li>• Photoshop skills</li> </ul>	Assessment on conveying meaning through graphics.
Aut2	Digital Graphics <ul style="list-style-type: none"> <li>• Creating, reusing and revising digital artefacts for a given audience</li> </ul> Bebras Challenge Text programming with Python <ul style="list-style-type: none"> <li>• Variables</li> <li>• Selection</li> </ul>	Digital Graphics assessment.  Bebras Challenge.
Spr1	Text programming with Python <ul style="list-style-type: none"> <li>• Iteration</li> <li>• Lists</li> <li>• Turtle</li> </ul> Social, cultural, moral, legal and ethical issues <ul style="list-style-type: none"> <li>• Morals</li> <li>• Threats</li> </ul>	Python assessment.
Spr2	Social, cultural, moral, legal and ethical issues <ul style="list-style-type: none"> <li>• Cultural</li> <li>• Environmental</li> <li>• Legislation</li> <li>• Open source and proprietary</li> </ul>	Social, Cultural, Moral, Legal and Ethical Issues assessment.
Sum1	Web Design <ul style="list-style-type: none"> <li>• Purpose of websites</li> <li>• WWW/the internet</li> <li>• HTML Plan and design web application for given audience.</li> <li>• Create functional navigation system</li> <li>• Select and adapt appropriate digital artefacts</li> </ul>	Web Design assessment
Sum2	Web Design <ul style="list-style-type: none"> <li>• Include multimedia elements</li> <li>• Evaluate</li> </ul> iDEA <ul style="list-style-type: none"> <li>• Students develop digital, enterprise and employability skills by completing online challenges</li> </ul>	iDEA Badges.