

Curriculum Map for COMPUTING: 2023-2024

At KS3 the computing curriculum is taught through Maths, English and PSHE.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Y7	Using word processing software for effect	Staying safe when researching online Programming with Scratch		Using variables in programs	Creating advertisements	Data representation in a computer
Y8	Drawing with Python Online Safety	Digital literacy	Modular programming	Creating digital texts for a specific purpose	Media Bias Email writing	Spreadsheets Computer systems Effective online research Website design
Y9		Python programming Finding reliable sources	Modelling with spreadsheets Creating a short film	E-safety	Film analysis	Python programming with sequences
Y10 GCSE	Introduction to programming in VB.NET	Programming with strings and arrays Binary data	Digital representation of images and sound Data compression Media Online Influence	Computer systems and hardware Logic circuits	Searching and sorting algorithms	Structured programming and testing
Y11 GCSE	Computer networks Cyber security	Revision Media (PSHE)	Relational databases and SQL Ethical issues in computing	Revision		