

Computing

Curriculum Intent: The Computing Curriculum contributes to the whole school curriculum by providing students with the digital knowledge and understanding of digital infrastructure to thrive within their school life. Our curriculum provides a variety of experiences, such as STEM days and after school clubs, that interest and empower students to make informed contributions to our democratic society.

Curriculum Rationale: Pupils will develop the necessary skills knowledge and understanding to prepare them for the technological demands of society throughout KS3. Pupils exposed to all three strands of the National Curriculum (Information Technology, Computer Science and Digital Literacy) to ensure that they are proficient users and practitioners while understanding the dangers and pitfalls of the technology. The computing curriculum will equip pupils with appropriate skills for all subjects and prepare them for the wider workplace. The whole of our KS3 curriculum builds knowledge that will be required both in later life and within our two KS4/5 pathways.

KS3

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
7	Digital Literacy	Internet Safety	Computer Systems	Spreadsheets		Scratch
8			Spreadsheets	Data Representation	Cyber Security	Edublocks
9		Networks	Data Analysis	Data Representation	Website Development	Python Programming

Digital Information Technology

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
10	User Interface	User Interface	PSA	PSA	Spreadsheets	Spreadsheets
	Component 1:	Component 1:	Component 1: Use	Component 1:	Component 2:	Component 2:
	Investigate user	Audience needs,	project planning	Develop and review	investigate the role	different ways of
	interface design for	and design	techniques to plan	a user interface	and impact of using	representing
	individuals and	principles	and design a user		data on individuals	information situations
	organisations		interface		and organisations	where they are used
11	PSA	PSA	Component 3:	Component 3:	Component 3:	Component 3:
	Component 2:	Component 2:	Modern	Cyber security	The wider	Planning and
	Create a dashboard	Draw conclusions	technologies	Component	implications of digital	communication in
	using data	and review data			systems	digital systems
	manipulation tools	presentation				
		methods				
12	Unit 2: Creating a	Unit 2: Revision	Unit 2: Revision U2			
	database	database	database	database	Unit 1: IT Systems	Exam
	Unit 1: IT Systems	Exam Content	Unit 1: IT Systems U1			
	Exam Content	Exam Content	Exam Content	Exam Content		Exam
13	Unit 3: social media	Unit 6: Web	Unit 6: Web			
			U1 / U2 Exam retakes	Unit 6: Web	development	development
				development		

Computer Science

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
10	Python Programming Memory and storage, Units & numbers	Python Programming Memory and storage, Units & numbers	Designing Algorithms Systems Architecture	Designing Algorithms Systems Architecture	Programming fundamentals Networks	Programming fundamentals Networks
11	Searching and Sorting Algorithms Network Security	Boolean logic Law and Ethics	Python Programming Robust programming	Python Programming Exam preparation & Revision Sessions		
12	Input, output & storage, Structure & function of the processor, types of processors & operating systems Programming techniques	Data types, Boolean algebra, IDE & translators, compression encryption and application generation Computational thinking	Software development, networks, web technologies & databases Algorithms	Assembly language, laws & ethics Algorithms	Exam questions Programming Project (PyGame)	Exam questions Programming Project (PyGame)
13	IDE, concurrent thinking, concurrent programming, stacks, hashing Processors, input output storage	Linked lists, trees, branching, graphs, sorting algorithms OS, software development, programming languages, data	Searching algorithms Databases, networks, web technologies,	Recursion, Dijkstra's algorithm, A* algorithm, computational methods Laws & ethics	Exam prep & extended questions	