CURRICULUM OVERVIEW

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.

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 pathways.

	Term 1		Term 2		Term 3	
Year 7	*Secondary Ready Test* *[AL] [PR] [DR] [CSH] [NW] [DIT]*	*Introduction to Computing (skill building word processing, presentations and spreadsheets)* *[DIT]*	*Internet safety and cyber security* *[NW] [DIT]*	*Computing components* *[CSH]*	Introduction to Programming and Game Development *[AL] [PR]*	End of Year 7 Project / Test *[AL] [PR]*
Year 8	Using Technology, Safely, Securely and Responsibly (SM) [DIT]	Computer Systems 1 *[CSH]*	Computer Systems 2: Binary and computer logic *[DR]*	Date Representation with Sound and Video Editing [DR]	Programming In Python 1 *[AL] [PR]*	End of Year 8 Project / Test *[AL] [PR]*
Year 9 CS Pathway	Networking and the Internet *[NW]*		Web Development *[AL] [PR]*		Programming in Python 2 *[AL] [PR]*	End of Year 9 Project / Test *[AL] [PR] [DIT]*
Year 9 DIT Pathway			User Interface Design [DIT]		Data Modelling *[AL] [PR] [DIT]*	

	Term 1		Term 2		Term 3	
Year 10 IT Pathway	Component 1: Investigate user interface design for individuals and organisations	Component 1: Audience needs, and design principles	Component 1: Use project planning techniques to plan and design a user interface	Component 1: Develop and review a user interface	Component 2: investigate the role and impact of using data on individuals and organisations	Component 2: different ways of representing information situations where they are used
Year 11 IT Pathway	Component 2: Create a dashboard using data manipulation tools	Component 2: Draw conclusions and review data presentation methods	Component 3: Modern technologies	Component 3: Cyber security Component	Component 3: The wider implications of digital systems	Component 3: Planning and communication in digital systems
Year 10 CS Pathway	1.1 Systems Architecture 2.2 Programming fundamentals	1.2 Memory and storage 2.2 Programming fundamentals	1.3 Computers networks, connections and protocols 2.2 Programming fundamentals	1.4 Network security 2.2 Programming fundamentals	1.5 Systems software 2.2 Programming fundamentals	1.6 Ethical, legal, cultural and environmental impacts of digital technology 2.2 Programming fundamentals
Year 11 CS Pathway	2.1 Algorithms Paper 1/2 Exam Practice	2.3 Producing robust programs 2.5 Programming languages and Integrated Development Environments Paper 1/2 Exam Practice	2.4 Boolean logic Paper 1/2 Exam Practice	Exam Preparation / Revision	Exam Preparation / Revision	