

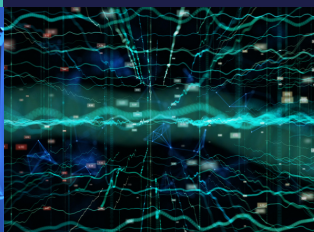
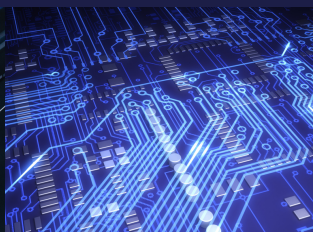
YEAR 7

YEAR 8

YEAR 9

YEAR 10 YEAR 11

YEAR 12 YEAR 13



- How to use computers (mechanics, essential apps, safety)
- How computers work 1 (hardware, binary representation)
- Internet safety week
- Programming algorithms (designing using flowcharts, flowol, microbits)
- Connected world (website building)
- Revision techniques for EOY exam

- Further programming (with python)
- Data science (with spreadsheets)
- How computers work 2 (binary, networks, encryption)
- Internet safety week
- Creative IT (Vectors Vs. Bitmaps)
- Revision techniques for EOY exam

- App Development (with AppLab)
- How computers work 3 (famous algorithms, circuits, cybercrime and legislation)
- Internet safety week
- Graphical programming (with python, snap and microbits)
- Revision techniques for EOY exam
- 3D Modelling & Animation (with blender)

- Systems architecture
- Memory & storage
- Algorithms
- Programming fundamentals
- Ethical, legal, privacy, cultural and environmental impacts
- Boolean logic

- Computer networks, connections and protocols
- Producing robust programs
- Network security
- Systems software
- Programming languages and integrated development environments

- Fundamentals of programming
- Fundamentals of data structures
- Fundamentals of data representation
- Fundamentals of computer systems
- Fundamentals of computer organisation and architecture
- Consequences of uses of computing

- Fundamentals of communication and networking
- Theory of computation
- NEA Programming project
- Big data
- Fundamentals of functional programming