

Curriculum Map 2022 onwards

Year view Subject: Computing		For further information, please see the KS3 Curriculum Booklet		
Year 7	Knowledge/Content	Skills	Assessments/Checkpoints	Comments *
Autumn Term 1	School computing systems E-safety About me Powerpoint	Using the network, logging on, desktop, housekeeping and file management. Awareness of online safety. Presenting work in Powerpoint.	Presentation.	Cross-curricular computing skills relevant in all subject areas across school.
Autumn Term 2	Scratch programming Making an Xbox cover	Designing a game in scratch. Desktop publishing using vector and bitmap software.	Programming test. Xbox cover.	
Spring Term 1	Microbit project	Programming tasks with microbit hardware.		
Spring Term 2	Modelling and numeric data	Using spreadsheets and formulae with numeric data.	Programming and spreadsheets test.	Cross-curricular use in maths/science results analysis.
Summer Term 1	"10 things you didn't know about EGS" video project	Group work, planning and organisation, using tablets to record video, video editing.		
Summer Term 2	Python Turtle	Text based programming of a graphical turtle.	Practical summative exam.	

*(eg links to prior learning or other subjects, enrichment, rationale, exceptions to the rule etc)

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Year 8	Knowledge/Content	Skills	Assessments/Checkpoints	Comments
Autumn Term 1	Copyright Website development Photo project	Website creation and HTML coding. Photo editing to create a spot the difference.	Edited photo.	Copyright relevant cross-curricular. Careers link: website for everything. Careers link: photo editing widely used by magazines, newspapers, professional photographers.
Autumn Term 2	Programming	Developing programming with binary and denary arithmetic, "hello world" input/output, selection (if/else), variables. Developing a simple game.	Programming and HTML test	
Spring Term 1	Flash animations Computer Hardware project	Designing and producing an animation. Creative skills and decomposition of tasks. Understanding parts of a computer and costing different computers.		
Spring Term 2	Spreadsheets	Developing a better understanding of the use and application of spreadsheets.	Spreadsheets and programming test	Cross-curricular use in maths/science results analysis.
Summer Term 1	Data Handling and Algorithms AppInventor	Familiarity with terminology, loading data files, search algorithms. Developing an App for an android device.		
Summer Term 2	Google Sketchup project	Computer aided design and computer aided modelling skills.	Formal theory exam	Cross-curricular link to DT

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Year view Subject: Computer Science		For further information, please see the KS4 Curriculum Booklet		
Year 9	Knowledge/Content	Skills	Assessments/Checkpoints	Comments
Autumn Term 1	Programming	Programming including iteration, selection, validation. Practice coding and debugging programs.	Programming task	
Autumn Term 2	Computer timeline Notable computers and people	Working in groups on a research project. Creating and delivering a presentation.	Presentation	
Spring Term 1	Algorithms	Using flowcharts, pseudocode, variables, constants, commenting code, and simple Boolean logic.	Programming task	
Spring Term 2	Pygame games programming	Programming a simple game including testing, creating a test plan and evaluation.	Game	
Summer Term 1	Binary Hardware	Using Binary and Hex representation. Understanding of computer hardware.	Y9 formal exam	
Summer Term 2	Searching and sorting Practice NEA project	Implementing searching and sorting algorithms. Developing processes for managing each aspect of a project.	Game	

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Year 10	Knowledge/Content	Skills	Assessments/Checkpoints	Comments
Autumn Term 1	Programming refresher Algorithms	Establishing base knowledge and application of algorithms, iteration, Boolean logic, data types and structures, searching and sorting, and input output.	Written test	
Autumn Term 2	Problem solving Binary and Hex Binary Representaion Programming languages	Establishing base knowledge and application of problem solving, binary and hex, binary representations and programming languages.	Written test	
Spring Term 1	Hardware Software Networks Security	Establishing base knowledge and application of computer hardware, software, networks and security.	Written test	
Spring Term 2	Ethical and legal NEA Revision	Establishing base knowledge and application of ethical and legal issues in computing. Consolidation of learning.	Written test	
Summer Term 1	NEA Revision	Planning, implementing, testing and evaluation of a programming project. Learning to preparing for exams.	Y10 exam	
Summer Term 2	NEA Optional extensions to NEA	Further development of programming skills.	NEA	

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Year 11	Knowledge/Content	Skills	Assessments/Checkpoints	Comments
Autumn Term 1	Algorithms	Revisiting and refining knowledge and application of algorithms, iteration, Boolean logic, data types and structures, searching and sorting, and input output.	Written test based on exam questions	
Autumn Term 2	Problem solving Binary and Hex Binary representations Programming languages	Revisiting and refining knowledge and application of problem solving, binary and hex, binary representations and programming languages.	Mock exam	
Spring Term 1	Hardware Software Networks Security	Revisiting and refining knowledge and application of computer hardware, software, networks and security.	Written test based on exam questions	
Spring Term 2	Ethical and Legal Revision	Revisiting and refining knowledge and application of ethical and legal issues in computing. Consolidation of learning.	Written test based on exam questions	
Summer Term 1	Revision	Deepening understanding and developing written responses to exam questions.	Mock papers in class	
Summer Term 2				

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Year view Subject: Computer Science		For further information, please see the KS5 Curriculum Booklet		
Year 12	Knowledge/Content	Skills	Assessments/Checkpoints	Comments
Autumn Term 1	Project/Programming Components of a computer Binary arithmetic and floating point numbers Computational logic and Boolean logic		Numbers and Boolean Logic Test	
Autumn Term 2	Systems software Software development Exchanging data Data types Data structures Boolean algebra		Little man computer unit and test	
Spring Term 1	Networks and web technologies Legal, moral, ethical Programming techniques Algorithms		Written exam	
Spring Term 2	Revision		Written test	
Summer Term 1	Coursework		Y12 exam	
Summer Term 2	Coursework		Completion of analysis section of coursework	

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Year 13	Knowledge/Content	Skills	Assessments/Checkpoints	Comments
Autumn Term 1	Coursework Components of a computer Systems software Software development		Written test	
Autumn Term 2	Exchanging data Networks and web technologies Data types Legal, moral, ethical and cultural issues Data structures Boolean logic		Mock exams	
Spring Term 1	Coursework Programming techniques Computational thinking Algorithms Revision of key topics		Written test Coursework completed	
Spring Term 2	Revision and exam preparation		Written test	
Summer Term 1				
Summer Term 2				