



**North Gosforth  
Academy**

**Computing: Curriculum plan 2024 – 2025**

	Half term 1	Half term 2	Half term 3	Half term 4	Half term 5	Half term 6
<b>Yr7</b>	<p><b>Getting Started</b> Logging in File management Cloud computing &amp; VLE <b>E-Safety</b> Digital wellbeing Keeping safe online</p>	<p><b>Word Processing Skills</b> Using the keyboard Formatting Presentation Functions Shortcuts</p> <p><b>Assessment 1</b></p>	<p><b>Using DTP</b> Creating leaflets using functions, design and layout for a given audience</p>	<p><b>Kodu Gaming Lab or Scratch</b> Intro to Scratch environment &amp; sequencing Sequencing Using variables Selection Logical operators Iteration</p>	<p><b>Inside a computer</b> Hardware Software Inputs and outputs Performance Storage devices</p>	<p><b>Basic Spreadsheets</b> Cell references, rows and columns Formatting techniques Using basic formulae Using functions (SUM, MIN, MAX, COUNT) Creating charts</p> <p><b>Assessment 2</b></p>
<b>Yr8</b>	<p><b>Digital Safety</b> Digital footprint Passwords &amp; phishing Malware Encryption Automating encryption</p>	<p><b>Using Microsoft PowerPoint</b> Creating a PowerPoint using functions, design and layout for a given audience</p> <p><b>Assessment 1</b></p>	<p><b>Scratch or Introduction to Python</b> Sequencing Variables Data types Operators</p>	<p><b>Flowcharts and Algorithms</b> Using computational thinking to solve problems Pattern recognition Using flow diagrams to solve problems</p>	<p><b>More Spreadsheets</b> Recap year 7 Boolean operators Formatting graphs and charts Simple Modelling</p>	<p><b>Bitmaps and Vectors</b> Vector graphics Basic shapes Create vector graphics Combining graphics to create objects suitable for purpose</p> <p><b>Assessment 2</b></p>
<b>Yr9</b>	<p><b>Cyber Security</b> How human error causes risks and social engineering Cyber attacks Minimizing risks Data Protection Act and Computer Misuse Act</p>	<p><b>Interface design</b> Purpose of interface Design requirements Planning, creating and reviewing user interfaces. Images, hyperlinks, navigation</p> <p><b>Assessment 1</b></p>	<p><b>Introduction to Python 1 or Further Python 2</b> Placeholders &amp; lists Working with lists Selection IF statements If else statements Strings Loops</p>	<p><b>Binary</b> Logic gates Data representation</p> <p><b>Computer Systems</b> Protocols Networks Topologies</p>	<p><b>Advanced Spreadsheets</b> Recap year 8 Drop down lists VLOOKUP &amp; sorting data Checkboxes Macros Logical operators REPT function</p>	<p><b>Visual Graphics Photoshop</b> Using graphics Generate and develop ideas Using tools to enhance images Working with colour Special effects</p> <p><b>Assessment 2</b></p>

<b>Yr10 GCSE CS</b>	<b>Unit 1</b> <b>Computer Systems</b> System Architecture	<b>Unit 1</b> <b>Computer Systems</b> Memory & Storage	<b>Unit 1</b> <b>Computer Systems</b> Computer Networks, Connections and Protocols	<b>Unit 1</b> <b>Computer Systems</b> Network Security	<b>Unit 1</b> <b>Computer Systems</b> System Software	<b>Unit 1</b> <b>Computer Systems</b> Ethics, Legal, Cultural impacts of Digital Technology
<b>Yr11 GCSE CS</b>	<b>Unit 2</b> <b>Computational thinking, algorithms and programming</b> Algorithms	<b>Unit 2</b> <b>Computational thinking, algorithms and programming</b> Refining Algorithms	<b>Unit 2</b> <b>Computational thinking, algorithms and programming</b> Searching & Sorting Algorithms	<b>Unit 2</b> <b>Computational thinking, algorithms and programming</b> Programming Fundamentals	<b>Unit 2</b> <b>Computational thinking, algorithms and programming</b> Additional Programming IDE's Defensive Design	<b>Revision</b>  <b>Unit 1 &amp; 2 Assessment</b>
<b>Yr10 BTEC DIT</b>	<b>Component 1</b> User interface design & project planning techniques	<b>Component 1</b> User interface design & project planning techniques	<b>Component 1</b> User interface design & project planning techniques	<b>Component 1</b> User interface design & project planning techniques <b>Component 1 Assessment</b>	<b>Component 2</b> Collecting, presenting and interpreting data	<b>Component 2</b> Collecting, presenting and interpreting data
<b>Yr11 BTEC DIT</b>	<b>Component 2</b> Collecting, presenting and interpreting data	<b>Component 2</b> Collecting, presenting and interpreting data <b>Component 2 Assessment</b>	<b>Component 3</b> Effective digital working practices	<b>Component 3</b> Effective digital working practices	<b>Component 3</b> Effective digital working practices	<b>Component 3</b> Effective digital working practices  <b>Component 3 Assessment</b>



Relates to GCSE Computer Science

Relates to BTEC Digital Information Technology