

Digital Media (IT/DL)

Applying Programming Skills with Physical Computing (CS)

Augmented Reality (IT/CS)

Data Science (IT/DL/CS)

Data Modelling (IT/DL)

	Half term 1	Half term 2	Half term 3	Half term 4	Half term 5	Half term 6
Yr7	Introduction to Computing@NGA Keyboard Passwords E-Safety	Hardware & Software (IT/DL) E-Safety Computer Systems Networks E-Safety	Constructs of Computer Programming (CS) Sequence / Iteration / Selection variables	Programming – Python Part I (CS)	Data Modelling (DL) Spreadsheets Formulae Conditional Formatting	Physical Computing (CS) Micro-bits Sensors Make-code
Yr8	Number in Computing – Part I (CS) Binary Hexadecimal Character sets	Programming – Python Part II (CS)	The Internet (IT)	Web Development (IT/CS)	Cryptography (CS/DL)	E-Safety (DL)
Yr9	Data Representation (CS)	Programming – Python Part III (CS)	Cyber-security (IT/DL) Digital Footprint & The Law relating to online activity	Media – Vector Graphics (DL)	AI/Machine Learning (IT/CS)	App Development (CS/IT/DL)
Yr10 GCSE CS	Unit 7: Programming	Unit 6: Algorithms	Unit 1: Systems Architecture, Memory and Storage	Unit 2: Data Representation	Unit 3: Computer Networks, Connections and Protocols	Unit 4: Network Security and Systems Software
Yr11 GCSE CS	Unit 8: Logic and Languages	Unit 5: Ethical, Cultural and Environmental Impacts of Digital Technology	Paper 2 – Computational Thinking, Algorithms and Programming (revisited)	Paper 1 – Computer Systems (revisited)	Final Examination Preparation	