



CURRICULUM OVERVIEW FOR COMPUTING

KS3

HALF TERM 1

HALF TERM 2

HALF TERM 3

HALF TERM 4

HALF TERM 5

HALF TERM 6

YEAR
7

E-safety
CAT tests
Animation

IT Skills Builder
Writing a simple game
using Scratch (1/2)

E-Safety
Writing a simple game
using Scratch (2/2)

Flow chart algorithms
(1/2)

E-Safety
Flowcharts charts and
algorithms (2/2)
Python Turtle (1/2)

Python Turtle (2/2a)

YEAR
8

E-Safety
Python Turtle (2/2b)
Hardware and
Software

Modelling and
Spreadsheets.

E-Safety
Python Basics (1/2)

Python Basics (2/2)

E-Safety
HTML
Web design

Data Communication

YEAR
9

E-Safety
How computers work
(Binary)

Boolean Logic with
Truth based algorithms

E-Safety
Python Algorithms
(Predict, Run,
Investigate)

Python Algorithms
Lists/Arrays
Sorting Algorithms
Searching Algorithms

E-Safety
Databases
Data (Text, Images,
Sound)

ICT project (2/2)



CURRICULUM OVERVIEW FOR COMPUTING

KS4

HALF TERM 1

HALF TERM 2

HALF TERM 3

HALF TERM 4

HALF TERM 5

HALF TERM 6

**YEAR
10**

Data (1/3)
Computational Thinking
Develop Code

Data (2/3)
Computational Thinking
Develop Code

Computer (1/3)
Computational Thinking
Develop Code

Computer (1/3)
Develop Code

Issues and Impact (1/3)
Computational Thinking
Develop Code

Networks (1/2)
Computational Thinking
Develop Code

**YEAR
11**

Networks (2/2)
Develop Code

Issues and Impact (2/3)
Computers (1/3)
Computational Thinking

Data (3/3)
Computational Thinking
Develop Code

Issues and Impact (3/3)
Computational Thinking
Develop Code

Revision and Preparation for exams

**END OF
EXAMINATION
PERIOD**

Single Award COMPUTER SCIENCE - 1 GCSE

Paper 1: Written exam - 50% of the final GCSE

Paper 2: Computer based python programming exam - 50% of the final GCSE