

COMPUTER SCIENCE

Key Stage	Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
KS3	7	Introduction to the network and digital literacy	Modelling data - spreadsheets	Coding with Microbits	Networks	Representing data - binary numbers	Using media - gaining support for a cause
	8	Algorithms and computational thinking	Computing Systems	Programming with Python (selection)	Media - Vector graphics	Physical Computing	Developing for the web
	9	Cybersecurity	Data Science	Python (turtle, loops, subprograms)	Media - animations	Mobile app development	Working towards Bronze or Silver Award at https://idea.org.uk/ (The Inspiring Digital Enterprise Award, known as iDEA is an international programme that helps develop digital, enterprise and employability skills)
KS4	10	Topic 3 Computers Topic 6 Problem Solving (Python)	Topic 3 Computers Topic 6 Problem Solving (Python)	Topic 2 Data Topic 6 Problem Solving (Python)	Topic 2 Data Topic 6 Problem Solving (Python)	Topic 4 Networks Topic 6 Problem Solving (Python)	Topic 4 Networks Topic 6 Problem Solving (Python)
	11	Topic 6 Problem Solving (Python)	Topic 5 Issues and Impacts Topic 6 Problem Solving (Python)	Topic 1 Computational Thinking Topic 6 Problem Solving (Python)	Theory Mop Up and Revision	Theory Mop Up and Revision	External exams