Computing – Curriculum Overview - 2023-2024

Year Group	HT 1	HT 2	HT 3	HT 4	HT 5	HT 6
7	Scratch - Programming	Binary and Python	Spreadsheet Skills	Micro:bits	Micro:bits	Digital Media
8	Binary, Python and Hex	Flowol	Micro:bits - Python	Computing past, present & future	Website Design HTML	Website Design HTML
9	Python	Computing components & Ethics	Computational Thinking	Computing past, present & future	Sound & Video editing	Sound & Video editing
10	GCSE Computer Science Edexcel Topic 1 – Systems Architecture and storage Topic 2 – System Software	GCSE Computer Science Edexcel Topic 3 – Data Representation	GCSE Computer Science Edexcel Topic 3 – Data Representation Topic 4 – Computer networks and protocols and layers	GCSE Computer Science Edexcel Topic 4 – Computer networks and protocols and layers	GCSE Computer Science Edexcel Topic 5 – Network and cyber security	GCSE Computer Science Edexcel Topic 6 – Ethical environmental issues

11	GCSE Computer Science Edexcel Topic 7 – Algorithms and Computational Thinking BTEC Creative Media Production Component 2 Developing Digital Media Productions	GCSE Computer Science Edexcel Topic 7 – Algorithms and Computational Thinking Topic 7 – Classification of Programming Languages BTEC Creative Media Production Component 2 Developing Digital Media Productions	GCSE Computer Science Edexcel Topic 9 – Basic Programming Concepts BTEC Creative Media Production Component 3 Exam preparation	GCSE Computer Science Edexcel Topic 10 – Advanced Programming Concepts BTEC Creative Media Production Component 3 Exam	GCSE Computer Science Edexcel Exam Prep

Weekly Extra-Curricular Provision:
- Computing/Coding KS3 club/competitions – lead by subject prefects at lunchtime
- GCSE Computer Science year 11 intervention – after school and lunchtimes

Additional Extra-Curricular Provision:
- Computer Science Defectives challenge