

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2		
Year 7	7.1 Intro to Office 365	7.2 Web Awareness	7.3 under the hood	7.4 Scratch	7.5 Technology	7.6 Microbit		
Year 8	8.1 - Networks	8.2 – Digital Graphics	8.3 - Python		8.4 – App Lab	8.5 - Twine		
Year 9	9.1 – Dragons Den	9.2 – Data Representation	9.3 – Python Programming		9.4 - Flowgorithm	9.5 – Top Trumps		
GCSE Computer Science								
Python Programming Interleaving								
Year 9	1.1 System Architecture	1.2 Memory & storage	1.6 Ethical, legal, cultural and environmental impacts	2.2 Programming Fundamentals	2.1 Algorithms	2.4 Boolean Logic	1.2.3 Units 1.2.4 Data Storage 1.3 Computer networks, connections and protocols	Programming Challenges
Python Programming Interleaving								
Year 10	1.3 Computer Networks	1.4 – Network Threats 2.3 – Producing robust programs	2.2 Programming Fundamentals 1.5 System Software	2.5 Programming Languages 2.1 Algorithms	2.2 Programming Fundamentals			
Year 11	1.1 System Architecture 1.2 Memory and storage 2.2 Programming Techniques	2.2 Programming Techniques 2.1 Algorithms	1.5 Operating systems 1.2.4 Data rep 2.2 Programming Techniques	Paper 1 & 2 misconceptions		Exam Period		
OCR Creative iMedia								
Year 9	Key principles and skills LO1 - Visualisations, mind maps, storyboards, mood boards Logo Project Food festival project Magazine cover project Design Logs Final reviews			Practice R082 Project		Centre Assessed coursework unit R082		
				LO1 – Researching graphics	LO2 - Planning	LO3 – Creation of graphic	LO4 – Review and evaluation	
Year 10	Centre Assessed unit R091			R081 LO1, LO2 and LO3		Centre Assessed unit R087 LO1 – Research of interactive products		
Year 11	R081 - LO3/LO4 Produce and review pre-production documents	R081 -LO1/LO2 Pre-production and planning	R081 EXAMINATION	Centre Assessed unit R087				

- **Key skills** - To develop skills and knowledge in **digital literacy** and **digital technologies** and being **responsible, competent, confident** and **creative** lifelong users of IT.