Year 7	Half Term 1	Half Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6
Knowledge	Collaborating Online Respectfully • Safe use of computers Logins / Passwords School IT Systems (Google Classroom,) Saving work (folders / Drive) E-mail Google & Internet Searching	 Problem Solving Algorithms Block-based programming Sequencing Iteration Selection Variable 	 Think like a Computer Scientist and introduction to Python Key concepts of computational thinking, decomposition, abstraction and writing algorithms. Basics of Python including inputs and outputs and using Turtle to draw shapes 	 Modelling Data Spreadsheets Formatting IF statements Conditional Formatting Drop down lists Basic Formulae (MIN, MAX, SUM, AVG) 	 Computational Thinking Basic CT terms (abstraction, decomposition, patterns) Recap of algorithms using flowcharts Searching/Sorting Algorithms Introduction to Python 	 Digital Creativity Project Creating purposeful digital content – using python and micro bits
Skills	Communication SkillsResilience	IndependenceProblem Solving	CreativityCodingIndependence	 Understanding Data Manipulating with data Creativity 	Computational ThinkingCreativity	CreativityCodingIndependence
Independent Learning Link	https://quizlet.com/355798968/ programming-z1-keywords-flash- cards/	https://codehs.com/hourofcode https://quizlet.com/355798968/pro gramming-z1-keywords-flash-cards/	https://codehs.com/hourofcode https://quizlet.com/355798968/p rogramming-z1-keywords-flash- cards/	https://quizlet.com/355798968/p rogramming-z1-keywords-flash- cards/	https://codehs.com/hourofcode	https://quizlet.com/355798968/p rogramming-z1-keywords-flash- cards/

Year 8	Half Term 1	Half Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6
Knowledge	 Using technology safely, securely and responsibly E-Safety (profiles, privacy settings, who to turn to for help Cyberbullying and grooming/ Use of social media 	 Developing the web Explore the technologies that make up the internet and World Wide Web World Wide Web, HTML CSS 	Understanding Computer Systems Computer Hardware How a CPU works (FDE cycle) Inputs/Outputs Software (Operating Systems & Applications) Networks Binary/Decimal conversions	 Python Programming Variables Sequence Iteration Selection Functions 	 Data Representation Simple Boolean logic [for example, AND, OR and NOT Sorting and Searching Algorithms Boolean Logic, logic gates & Truth Tables 	 Digital Creativity Project Create a python project- including, text, sounds ,image and other complex operators Planning, testing, implementing and analyzing the use of different operators.
Skills	 Communication Skills Resilience Quizlet 	 Computational Thinking Creativity 	Creativity Coding Independence <u>https://www.learnpython.org/</u>	 Computational Thinking Creativity <u>https://codehs.com/hourofcode</u> 	 Understanding Data Manipulating with data Creativity <u>https://www.learnpython.org/</u> 	 Testing Analysing Creativity <u>https://www.learnpython.org/</u>
Independent Learning Link			Quizlet	https://www.learnpython.org/	https://quizlet.com/409390655/crea tive-it-ks3-flash-cards/	

Year 9	Half Term 1	Half Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6
Knowledge	 E-Safety Refresher /Cybersecurity Techniques that cybercriminals use steal data, disrupt systems, and infiltrate networks 	 Search & Sort Algorithms Key algorithms that reflect computational thinking [for example, ones for sorting and searching] use logical reasoning to compare the utility of alternative algorithms for the same problem understand the hardware and software components that make up computer systems 	 Computer Systems How instructions are stored and executed within a computer system; How data of various types (including text, sounds and pictures) can be data represented and manipulated digitally, in the form of binary digits. 	 Python 3 To solve a variety of computational problems; make appropriate use of data structures [for example, lists, tables or arrays] Design and develop modular programs that use procedures or functions User Interfaces Linked to IT 	 Logic Gates Understand simple Boolean logic [for example, AND, OR and NOT] and It uses in circuits and programming Computing (2) Python Recap 	 Network Connections and Protocols The internet and WANs LANs Wireless networking Client-server & P2P Standard protocols and layers
Skills	Communication SkillsResilience	 Understanding Data Manipulating with data Creativity 	 Understanding Data Manipulating with data Creativity 	Computational ThinkingCreativity	Computational ThinkingCreativity	Computational ThinkingCreativity
Independent Learning Link	https://quizlet.com/355798968/ programming-z1-keywords-flash- cards/	https://codehs.com/hourofcode https://www.learnpython.org/	https://quizlet.com/355798968/p rogramming-z1-keywords-flash- cards/	https://codehs.com/hourofcode https://www.learnpython.org/	https://quizlet.com/355798968/p rogramming-z1-keywords-flash- cards/	https://quizlet.com/355798968/p rogramming-z1-keywords-flash- cards/