

### Year 7 Curriculum Map

Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<b>Microsoft Office</b> Setting up Accounts Office 365 and OneNote PowerPoint Word Publisher	<b>E-Safety</b> Online Safety Cyber-Bullying Censorship Phishing Misinformation/Disinformation Keeping Safe Online	<b>Under The Hood</b> Components The CPU Binary Astro Pi	<b>Image Editing</b> Introduction to Paint.Net Image Editing Skills Skill Showcase	<b>Scratch</b> Introduction to Scratch Inputs Sprites and Costumes Loops Game Making	<b>Fantasy Story</b> Planning PowerPoint Skills Story Development Book Review

### Year 8 Curriculum Map

Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<b>Websites</b> Introduction to Websites Website Design Website Features Website Pages Website Creation	<b>Micro-Bit</b> Introduction to Micro-Bit Variables Conditional Statements Loops Challenges Astro Pi	<b>BITE (Business IT Enterprise)</b> Branding Aims and Objectives Advertising Market Mapping Pricing Ethics and Morals	<b>Excel</b> Introduction to Excel Importing Data Representing Data Using Excel Data Protection	<b>Networking</b> Introduction to Networks Network Topologies Network Hardware	<b>Python Turtle</b> Introduction to IDLE Complex Shapes Patterns Selection

### Year 9 Curriculum Map

Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<b>Data Representation</b> Binary Recap Hexadecimal Images Sound Compression	<b>Flowol</b> Introduction to Flowol Algorithms Multiple Outputs and Loops Sub-Routines Sequencing	<b>BITE (Business IT Enterprise)</b> Revenue Costs Market Segmentation Stakeholders Franchising	<b>PRIMM (Python)</b> Print Statements Operators Variables Casting Arithmetic Operators Assignment Operators	<b>Data Bases</b> Introduction to Databases Tables Forms Presenting Information Reports	<b>Game Creation</b> Introduction Skills tutorial Game creation

### Year 10 Computer Science

Term 1+2	Term 3+4	Term 5+6
<b>System Theory</b> System Architecture Memory and Storage System Software Python	<b>System Theory</b> Network Connections and Protocols Network Security Python	<b>Computational Thinking</b> Algorithms Programming Fundamentals Producing Robust Programs Python

### Year 11 Computer Science

Term 1+2	Term 3+4	Term 5+6
<b>System Theory</b> Network Security Ethical, Legal, Cultural and Environmental issues Python	<b>Computational Thinking</b> Boolean Logic Programming Languages IDE's	<b>Computational Thinking</b> Recap of previous topics Exam Techniques