

2019/ 2020	AUTUMN			SPRING			SUMMER		
	HT1	HT2	HT3	HT4	HT5	HT6			
Y7	<p>Area of study Introduction to Computers</p> <p>Key concepts Input/Output, Storage, Hardware/Software</p> <p>Assessment method Baseline Test (start of Year 7) End of Unit Assessment</p>	<p>Area of study e-Safety Tech Weeks (2 weeks)</p> <p>Key concepts Online risks/safety, being responsible, reporting, security risks Insight into technology developments</p> <p>Assessment method End of Unit Assessment</p>	<p>Area of study HTML</p> <p>Key concepts HTML, webpages, tags, use of text, images, hyperlinks, linking pages1</p> <p>Assessment method Project</p>	<p>Area of study Scratch</p> <p>Key concepts Block based coding, variables, if...elif...else blocks, operators, outputting text, repetition</p> <p>Assessment method End of Unit Assessment</p>	<p>Area of study Micro:Bit</p> <p>Key concepts Commands, use of input, event driven blocks, if...else, loops</p> <p>Assessment method End of Unit Assessment</p>	<p>Area of study Python</p> <p>Key concepts Basics, inputs, shapes</p> <p>Assessment method End of Unit Assessment</p>			
Y8	<p>Area of study Data Representation</p> <p>Key concepts Binary, binary addition, ASCII, sound, images</p> <p>Assessment method End of Unit Assessment</p>	<p>Area of study e-Safety</p> <p>Key concepts Trust, copyright, staying safe, combatting cyberbullying</p> <p>Assessment method End of Unit Assessment</p>	<p>Area of study App Development</p> <p>Key concepts Project planning, research, design, implementation, evaluation, app development skills</p> <p>Assessment method Project</p>	<p>Area of study Scratch Game Project</p> <p>Key concepts Movement, gravity, scoring, levels, project design, implementation, evaluation</p> <p>Assessment method Project</p>	<p>Area of study Python</p> <p>Key concepts Variables, input/output, selection</p> <p>Assessment method End of Unit Assessment</p>				
Y9	<p>Area of study History of CS</p> <p>Key concepts HTML, Encryption, Problem Solving, Logic</p> <p>Assessment method End of Unit Assessment</p>	<p>Area of study Hardware</p> <p>Key concepts Hardware/Software, CPU, Binary, Memory</p> <p>Assessment method Project</p>	<p>Area of study Digital Literacy</p> <p>Key concepts Word, Excel, Publisher, PowerPoint</p> <p>Assessment method Project</p>	<p>Area of study Careers</p> <p>Key concepts Careers in CS</p> <p>Assessment method Collate and submit research</p>	<p>Area of study Algorithms</p> <p>Key concepts Algorithmic Thinking</p> <p>Assessment method End of Unit Assessment</p>	<p>Area of study Python</p> <p>Key concepts Sequence, Selection, Iteration, Functions, String Manipulations, lists</p> <p>Assessment method End of Unit Assessment</p>	<p>Area of study AI</p> <p>Key concepts Ethics, uses, legal</p> <p>Assessment method End of Unit Assessment</p>	<p>Area of study Networking</p> <p>Key concepts Internet/WWW, Domains, IP, Security</p> <p>Assessment method Classwork/ Worksheets</p>	<p>Area of study Intro to GCSE Computer Science System Architecture</p> <p>Key concepts CPU, Memory, Storage, Embedded systems,</p> <p>Assessment method End of Unit Assessment</p>
Y10	<p>Area of study Algorithms Networks</p> <p>Key concepts -Abstraction, Decomposition, Algorithms -Types, Topologies, Hardware, Internet, Encryption, Protocols, Layers</p> <p>Assessment method End of Unit Assessment (Theory)</p>	<p>Area of study Programming Concepts Software/Security</p> <p>Key concepts Development of programming skills Network threats, O/S, System Software</p> <p>Assessment method End of Unit Assessment (Theory + Python)</p>	<p>Area of study Programming Challenges Ethics/Legal/Cultural/Environmental</p> <p>Key concepts Application of skill (prog), ethics, legal, cultural, environmental</p> <p>Assessment method End of Unit Assessment (Theory)</p>	<p>Area of study Programming Challenges Logic/Lang</p> <p>Key concepts Application of skill (prog), Logic gates, testing, defensive design, IDE's</p> <p>Assessment method End of Unit Assessment (Theory) Assessment of challenge solutions</p>	<p>Area of study Programming Challenges Data Representation</p> <p>Key concepts Application of skill (advanced challenges), Binary, Hex, Images, ASCII</p> <p>Assessment method End of Unit Assessment (Theory) Assessment of challenge solutions</p>	<p>Area of study Programming Challenges Revision</p> <p>Key concepts Unit1, Unit 2, Unit 7, Unit 8</p> <p>Assessment method End of Unit Assessment (Theory) Assessment of challenge solutions</p>			
Y11	<p>Area of study Programming Project</p> <p>Key concepts Analysis, Design, Implementation, Testing, Evaluation</p> <p>Assessment method Programming Project – submitted to OCR</p>	<p>Area of study Revision</p> <p>Key concepts Component 1</p> <p>Assessment method Mock Exams</p>	<p>Area of study Component 1 Revision</p> <p>Key concepts System Architecture, Networks, System Software, Ethics/Legal</p> <p>Assessment method End of Component 1 Mock</p>	<p>Area of study Component 2 Revision</p> <p>Key concepts Algorithms, Programming concepts, Logic + Languages, Data Representation</p> <p>Assessment method End of Component 2 Mock</p>	<p>Area of study Revision</p> <p>Key concepts Component 1 + 2</p> <p>Assessment method Final GCSE Exams</p>				

NOTES	AREAS OF STUDY	KEY CONCEPTS	ASSESSMENT METHOD