COMPUTING DEPARTMENT

Curriculum Overview – 2025/26

	Advent 1	Advent 2	Lent 1	Lent 2	Pentecost 1	Pentecost 2
Year 7	**Digital Literacy:** Base Camp: Introduction to the Academy network and basic practices. Introduction to MS Outlook. Introduction to MS Teams	**Digital Literacy:** Office Skills: Microsoft Word: Basic Practices Microsoft Excel: Basic Practices Microsoft PowerPoint: Basic Practices	**Digital Citizenship:** My Online Identity: What online identity is and how we apply it personally. How to keep safe online including reporting bullying and CEOP.	**Information Technology:** Core Computing: The basic hardware and software of a computer. How computer hardware works. An Introduction to binary language/coding.	**Computer Science** Coding Camp Revisiting the core fundamentals of Coding (Eg: AND/OR/ELSE/ ELSEIF) using block coding. Introducing students to text-based coding.	**Computer Science:** Introduction to Python: An introduction to Python and basic coding practices for this coding language.

Year 8	**Digital Citizen:** My Digital Footprint An introduction to digital footprints, the potential long-term consequences and how students can manage their footprints safely.	**Digital Literacy:** An Epic Christmas Data Journey! Learning how to model real world data using advanced Excel practices.	**Computer Science:** Advanced Binary Building on the knowledge gained in Year 7 relating to binary conversions an introduction to binary addition, subtraction, multiplication and division. Then apply these new skills to a real word scenario.	**Computer Science:** Python Sequences: The opportunity for students to advance their coding skills by making sequences of code in Python.	**Computer Science** Website Design: To understand how a website is put together in HTML and then create their own.	**Computer Science:** My App: Students are to create their own web-based apps in a block-based Java coding to solve a real-world issue.

Year 9	**Computer Science:** Artificial Intelligence Students will have the opportunity to learn about the evolving world of artificial intelligence. Including what it is, how to use it safely, how to spot false information/data (deep fakes) and its future potential.	**Digital Citizen:** An Introduction to Cybersecurity: An introduction to cybersecurity and how to keep personal and professional data safe in a more technologically advancing world.	**Digital Literacy:** Data Science: An introduction to Data science. This leading to students analysing and presenting large quantities of data in an efficient manner. This will include looking at what SQL is and how it is applied in the world today.	**Computer Science:** Advanced Python Advancing learning from Years 7 and 8 in Python coding Students will learn about more advanced sequencing. Students will learn to debug errors through computational thinking and making their own custom projects in Python.	**Information Technology:** Media Graphics: An introduction to vector graphics and the appropriate software's to create them. Students will have the opportunity to create logos to be used in the AV creations unit.	**Information Technology:** AV Creations: An opportunity for students to learn about digital audio creation using Audio software's and create an AV project including the use of prior learning from the 'Media Graphics' unit.

BTEC: **Year 10**	**BTEC:** **Component 1:** A - User Interfaces: Investigate user interface design for individuals and organisations.	**BTEC:** **Component 1:** B - Project Planning Use project planning techniques to plan and design a user interface.	**BTEC:** **Component 1:** C - Developing a user interface: The opportunity to create and review user interfaces.	**BTEC:** **Component 3:** A – Modern Technologies: An overview of modern computing technologies their use in the workplace and wider applications.	**BTEC:** **Component 3:** B – Cyber Security: An overview of modern cyber security practices and how to protection from data loss with appropriate policy.	**BTEC:** **Component 3:** C/D - Digital Systems: An overview of the legal aspects governing digital systems/platforms and their subsequent planning.
BTEC: **Year 11**	**BTEC:** **Component 2:** A – Data impacts Investigate the role and impact of using data on individuals and organisations.	**BTEC:** **Component 2:** B – Data Dashboards Creating dashboards using data manipulation tools.	**BTEC:** **Component 2:** C – Data Reviews Drawing conclusions and review data presentation methods.	**BTEC:** **Component 3:** Revision Revision of Component 3 subsections A to D in preparation for examination.	**BTEC:** **Component 3:** Revision Revision of Component 3 subsections A to D in preparation for examination.	