

Title Computing and Computer Science Pathways



Clear Messaging in Digital Media (ET, SS)

Modelling data: spreadsheets (ET, CM)

Programming Essentials Part 2: (AL,PG)

Year 7



Networks: From semaphores to the internet (NW, CS)



Programming Essentials Part 1: (AL,PG)



Using media: gaining support for a cause (IT, ET)



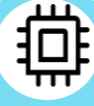
Year 8



Intro to Python Programming (AL, PG)



Data representation: from clay to silicone (CS, DI)



Computing Systems (PG, CS)

KS3- Ks4/5 Computing/ Computer Science

Skills Learnt: Skills indicated by initials

- AL Algorithms
- CS Computing systems
- CM Creating media
- DI Data and information
- DD Design and development
- ET Effective use of tools
- IT Impact of technology
- NW Networks
- PG Programming
- SS Safety and security

Year 9



Mobile App Development (ET, PG)



Developing for the Web (CM, PG)



Media: Vector Graphics (CM, ET)



Python Programming with sequences of data (AL,PG)



Data Science (DD, DI)



Cybersecurity (SS, IT)



Media: Animations (ET, CM)



Representations: Going audio Visual (AL, PG)



Physical Computing (CS, PG)



Year 10



IT and the world of work (DD, IT)



Programming: Parts 1 – 5 (PG, AL)



Computer systems (CS, AL)

Computer Science Pathway

Year 11



Online Safety (IT, SS)



Data Representation (DI, AL)



Algorithms (PG, AL)



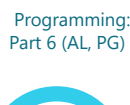
Impacts of Technology (IT, CS)



Networks (NW, CS)



Cybersecurity (NW, SS)



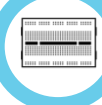
Programming: Part 6 (AL, PG)



Databases & SQL (DI, PG)



Physical Computing Project (CS, PG)



Year 12



Networks & the web



Software Development



Inputs & Outputs

A Level Computer Science

Year 13



Encryption, Compression & Hashing



OS & Systems Applications



Type & Structure of a Processor



Boolean Algebra



Data Structures



Thinking Concurrently



Data Types



Thinking Abstractly



Computational Techniques