



Gathered together, that all may thrive

Programme of Study

Computer Science and ICT

	Term 1	Term 2	Term 3
KS3 Y7	<ul style="list-style-type: none"> Introduction to ICT and best practice on Computers Touch Typing - Computer Literacy Skill Scratch programming - Game Design and Development in depth project 	<ul style="list-style-type: none"> Completion of Scratch Game Spreadsheets - Computer literacy and life skill Publisher Unit - Focus on professional presentation skills 	<ul style="list-style-type: none"> Vector graphic project looking at logos and advertising design in real world context.
KS3 Y8	<ul style="list-style-type: none"> Python Programming - Game design and Story development 	<ul style="list-style-type: none"> Photoshop graphics unit. Learning key skills building from the Vector unit last year. Creating unique and personalized photoshop design to solve a brief that is linked to current topic of interest in the school. 	<ul style="list-style-type: none"> Web Design - layout skills, professional working environment and meeting a client brief
KS4 Y10 CS	<ul style="list-style-type: none"> Introduction to Python Coding. Data Representation - Binary, Hex, Denary, Converting, Compression, Images, Sound Algorithms - Flow charts, Pseudocode, searching, sorting, trace tables 	<ul style="list-style-type: none"> Algorithms - Flow charts, Pseudocode, searching, sorting, trace tables Computational Logic - logic Gates, Truth tables System Architecture - CPU, FDE cycle Memory - RAM and ROM, Virtual Memory Secondary Storage - Optical and Magnetic, Solid State, Characteristics 	<ul style="list-style-type: none"> Python Programming - Recap and preparation for summer. Wired and wireless networks - LAN and WAN, Connection to the internet, the Internet, Client-server and Peer - Peer Network Topologies - Protocols, Layers System Security - Threats, Preventions,
KS4 Y11 CS	<ul style="list-style-type: none"> Practice Coursework to help practice Programming and algorithms. Recap on last year work, Knowledge organisers, focus on areas that were not performed well in mocks. Ethical, legal, social, Environmental issues 	<ul style="list-style-type: none"> System Software -Operating systems, utility software Robust programming Translators and Facilities - Programming languages, translators, IDEs. Revision, Focus on Algorithms 	<ul style="list-style-type: none"> Revision, All topics, specified to target areas that majority of students struggle with.
KS4 Y10 ICT	<ul style="list-style-type: none"> Introduction - key course skills R081 exam unit topics covered in class Introduction to Photopshop starting to build skills in the software. 	<ul style="list-style-type: none"> Focus on work structure for R082(graphics) coursework, how to complete what the coursework is asking. . Introduced to actual set scenario for the coursework focusing on First 3 tasks 	<ul style="list-style-type: none"> Completion of R082 task 4 and any catchup required from last term. Focus on R081 exam unit, looking at theory and exam technique ready for exam in June. Introduction to website unit.
KS4 Y11 ICT	<ul style="list-style-type: none"> R085 - Web design coursework Start focus learning on how to complete coursework reminder on how to use software Brief delivered to students first 3 tasks to by completed by Christmas. Exam Practice to be sat in January 	<ul style="list-style-type: none"> January Exam(1st attempt for this year group) Completion of R085 website coursework. R082 review and recap focus on completing sections that had been disrupted last year 	<ul style="list-style-type: none"> Recap for any students retaking exam Catchup on any students not completed course.