

Computing Curriculum Map Y7

Collaborating
online
respectfully

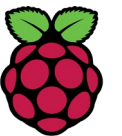
Computer
Networks

Using
Software

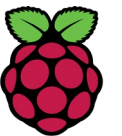
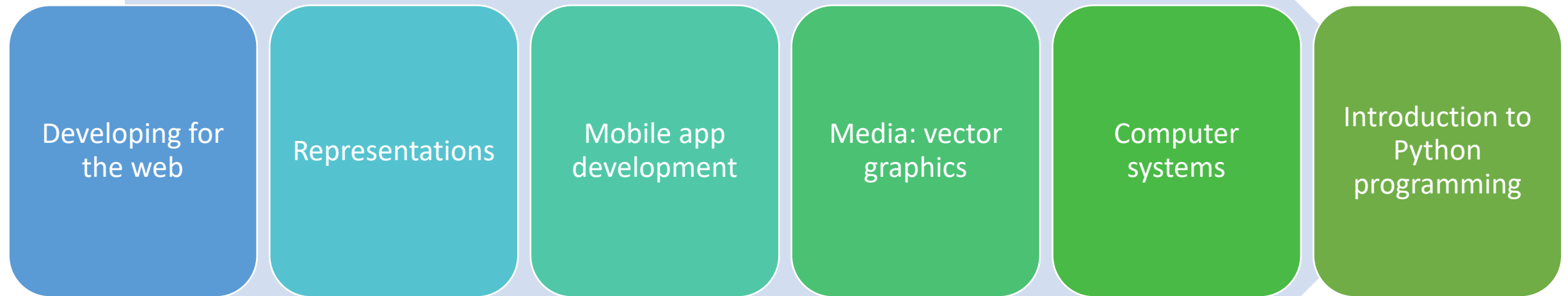
Programming
Essentials in
Scratch part 1

Programming
Essentials in
Scratch part 2

Modelling
Data -
Spreadsheets



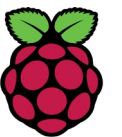
Computing Curriculum Map Y8



Computing Curriculum Map More Information

	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6
Year 7	<p>Impact of technology: collaborating online respectfully Identifying how to use online collaboration tools respectfully. An introduction to the computing lab.</p>	<p>Networks: from semaphores to the internet Recognising networking hardware and explaining how networking components are used for communication.</p>	<p>Using media: gaining support for a cause Creating a digital product for a real-world cause.</p>	<p>Programming essentials in Scratch: part I Applying the programming constructs of sequence, selection, and iteration in Scratch.</p>	<p>Programming essentials in Scratch: part II Using subroutines to decompose a problem that incorporates lists in Scratch.</p>	<p>Modelling data: spreadsheets Sorting and filtering data and using formulas and functions in spreadsheet software.</p>
Year 8	<p>Developing for the web Using HTML and CSS to create webpages.</p> <p>Repl.it</p>	<p>Representations: from clay to silicon Representing numbers and text using binary digits.</p>	<p>Mobile app development Using event-driven programming to create an online gaming app.</p> <p>App Lab from Code.org</p>	<p>Media: vector graphics Creating vector graphics through objects, layering, and path manipulation.</p> <p>Inkscape.org</p>	<p>Computing systems Exploring the fundamental elements that make up a computer system.</p>	<p>Introduction to Python programming Applying the programming constructs of sequence, selection, and iteration in Python.</p>

Mu IDE (or repl.it)



Computing Curriculum Map Y9

Year 9

Python programming with sequences of data
Manipulating strings and lists. Creating a programming project.

Media: animations
Creating 3D animations through object manipulation, and tweaking and adjusting lighting and camera angles.

Data science
Using data to investigate problems and make real-world changes.

Representations: going audiovisual
Representing images and sound using binary digits.

Cybersecurity
Identifying how users and organisations can protect themselves from cyberattacks.

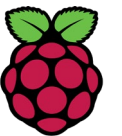
Physical computing
Sensing and controlling with the micro:bit.

blender

GIMP, Audacity,

Mu IDE

National
Centre for
Computing
Education



Raspberry Pi



Teach Computing Curriculum Journey

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

