Our Vision:

To develop aspirational learners who strive for excellence academically, creatively and culturally, benefitting from a wide range of opportunities led by inspirational educators.

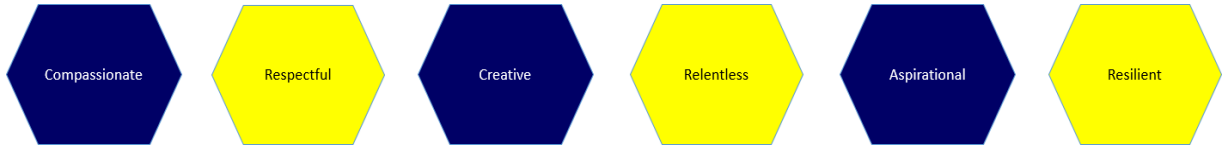
Computer Science Curriculum
Overview Mapping

Year Group	Curriculum Intention	Autumn 1 - Autumn 2	Spring 1 - Spring 2	Summer 1	Summer 2
Year 7	The Emerging Computer Scientist will learn and understand how computers were developed, the basics of file management, to recognise online dangers, the key elements of computational abstractions, problem solving, and types of images.	File Management Online Safety History of Computers	Control Systems with Flowol	Micro:bit	Data representation – Images

Year Group	Curriculum Intention	Autumn 1 - Autumn 2	Spring 1 - Spring 2	Summer 1- Summer 2
Year 8	The Novice Computer Scientist will study the design, development and analysis of software and hardware used to solve problems in a variety of business and technical contexts, and will practise problem solving, an essential skill for life.	Data Representation (Binary) & Logic Gates	Computational Thinking	Introduction to Python Programming

Year 9	The Skilled Computer Scientists will become competent in performing binary mathematical computations, apply appropriate computational thinking, improve their programming skills and use them to program in AI through the Drag'n'Drop interface of Game Maker and further develop their understanding on the relationship between hardware components and System Software.	Binary representation of data & Logic Gate	Computational Thinking	Programming
Year Group	**Curriculum Intention**	**Term 1**	**Term 2**	
Year 7 – Digital Literacy	Learners will use word processing and multimedia presentation applications to purposefully create, organise, store, manipulate and retrieve digital content based on various scenarios.	Word Processing	Multimedia Presentations	
Year 8 – Digital Literacy	A Year 8 student will be introduced to desktop publishing and graphics applications. The student will explore the functions and capabilities of both packages. It will encourage students' to appreciate the enormous capabilities of each package and how they can be used not only in school life and throughout a person's career.	Desktop Publishing	Graphic software & Animation	

Year 9 - Digital Literacy	The Skilled Learner will be introduced to digital concepts and principles of the hardware architecture , understand how they can be used to model and solve problems.	Spreadsheet- Modelling			Computer Systems		
Year Group	**Curriculum Intention**	**Autumn 1**	**Autumn 2**	**Spring 1**	**Spring 2**	**Summer 1**	**Summer 2**
Year 10	The Competent Computer Scientist will develop their knowledge and skills on computer systems, networks, algorithms, programming languages and environments in preparation for their GCSE.	System Architecture Memory and Storage	Algorithms Programming Fundamentals	Programming Fundamentals	Systems Software Boolean Logic Programming languages and Integrated Development Environments	Producing Robust Programs	Computer Networks Connections and protocols Practical Programming skills
Year 11	The Proficient Computer Scientist will enhance their knowledge and skills focusing on practical programming, computer networks and security, ethical, legal and environmental impacts of digital technology in preparation for their GCSE	Computer networks, connections and protocols Network Security	Ethical, Legal, cultural, and environmental impacts of digital technology	Practical Programming skills	Revision		


Compassionate
Respectful
Creative
Relentless
Aspirational
Resilient