



**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	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

<p><b>Year 11</b></p>	<p>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</p>	<p>Computer networks, connections and protocols Network Security</p>	<p>Ethical, Legal, cultural, and environmental impacts of digital technology</p>	<p>Practical Programming skills</p>	<p>Revision</p>	
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