Computing

Half Term 1

	Year 7	Year 8	Year 9	Year 10	Year 11
Topic	Digital Literacy	Computer Hardware	Computer Networks	Systems Architecture and Memory and Storage	Programming fundamentals and Creating robust program
Assessment	Multiple choice on-screen assessment.	Multiple choice assessment. Creation of a computer system to meet the requirements of a client brief.	Multiple choice assessment. Creation of a computer network diagram to meet the requirements of a client brief.	Formative assessment every five lessons to inform intervention. End of unit summative assessments based on past exam questions.	Formative assessment every five lessons to inform intervention. End of unit summative assessments based on past exam questions.

Half Term 2

	Year 7	Year 8	Year 9	Year 10	Year 11
Topic	Online safety	Spreadsheets	Pre-production documents	Memory and storage and Networks	Programming fundamentals and Creating robust programs
Assessment	Multiple-choice assessnent. Creation of an online safety booklet to meet the requirements of a client brief.	Multiple-choice assessment. Creation of an automated spreadsheet model to meet the requirements of a client brief.	Multiple-choice assessment. Creation of a set of pre-production documents to meet the requirements of a client brief.	Formative assessment every five lessons to inform intervention. End of unit summative assessments based on past exam questions	Formative assessment every five lessons to inform intervention. End of unit summative assessments based on past exam questions.

Half Term 3

	Year 7	Year 8	Year 9	Year 10	Year 11
Topic	Digital Identity	Security	Programming using Python	Software & Security	Algorithms
Assessment	Multiple-choice assessment. Creation of a set of business documents to meet the requirements of a client brief.	Multiple-choice assessment. Creation of a security "how to guide" to meet the requirements of a client brief.	Summative assessment based upon the completion of a text adventure game which meets the requirements of a client brief and demonstrates the knowledge and skills acquired.	Formative assessment every five lessons to inform intervention. End of unit summative assessments based on past exam questions	Formative assessment every five lessons to inform intervention. End of unit summative assessments based on past exam questions.

Half Term 4

	Year 7	Year 8	Year 9	Year 10	Year 11
Topic	Algorithms (using interactive flow charts)	Digital Graphics	Programming using Python	1.6 Ethical, legal, cultural and environmental impacts of digital technology	Component 1: Computer Systems – knowledge retrieval and practice.
Assessment	Multiple-choice assessment. Creation of a flowchart to control a train level crossing.	Multiple-choice assessment. Creation of a digital graphic (game cover) to meet the requirements of a client brief.	Summative assessment based upon the completion of a text adventure game which meets the requirements of a client brief and demonstrates the knowledge and skills acquired.	Formative assessment every five lessons, summative assessment at end of unit.	Formative multiple-choice assessment for every area of component 1.

Half Term 5

	Year 7	Year 8	Year 9	Year 10	Year 11
Topic	Programming using Python (foundation): Recognise the syntax to input and output data. Understand the syntax for selection statements and create a series of programs to solve problems.	Programming using Python (intermediate): Remember the syntax to input, output and select instructions. Understand the syntax for iteration and create a series of programs to solve problems.	Inspiring Digital Enterprise Award (IDEA) Bronze. The digital equivalent of the Duke of Edinburgh Award which is ran by Buckingham Palace.	2.5 – Programming languages and Integrated Development Environments	Revision
Assessment	Multiple choice assessment based on programming knowledge. Working solutions to small problems every lesson.	Multiple choice assessment based on programming knowledge. Working solutions to small problems every lesson.	Each badge has assessments-built in. 250 required for bronze award.	Formative assessment every five lessons, summative assessment at end of unit.	Formative multiple-choice assessment for every area of component 1.

Half Term 6

	Year 7	Year 8	Year 9	Year 10	Year 11
Topic	Digital Literacy.	Programming using Python (intermediate)	Inspiring Digital Enterprise Award (IDEA) Silver. The digital equivalent of the Duke of Edinburgh Award which is ran by Buckingham Palace.	2.2 – Programming fundamentals	
Assessment	Digital Literacy.	Summative assessment based upon the completion of a text adventure game which meets the requirements of a client brief and demonstrates the knowledge and skills acquired.	Each badge has assessments-built in. All citizen, worker, entrepreneur & gamer badges required to be awarded silver.	Formative assessment every five lessons, summative assessment at end of unit.	

Exam Specification
OCR (9-1) Computer Science J277

How can I help my child?
- o Encourage students to watch knowledge videos on Microsoft OneNote and read attached key information. This could be used to create a model map to develop understanding. Download the free software "Thonny" to practice programming at home.
- o Ensuring that notes are created before lessons based on watching video or reading relevant knowledge in revision guide.