

COMPUTER SCIENCE



Year 7

Term 1:

- > Skill Building and Impact Technology
- > Binary 1/ What is a computer

Term 2:

- > Spreadsheets and Networks
- > Programming and CPU Basics

Term 3:

- > IT for promoting a Cause (Blog Project)
- > Game Design

Year 8

Term 1:

- > Cybersecurity/E-safety
- > Computer Systems and Logic

Term 2:

- > Web Development
- > Python and Memory

Term 3:

- > Binary 2
- > Music Festival Project

Year 9

Term 1:

- > E-Safety and Algorithms
- > Python Programming Introduction

Term 2:

- > System Architecture and Binary
- > Media Design (Inkscape) and Networks

Term 3:

- > Media Animations (Blender)
- > Messaging in Digital Media

Year 11

Term 1:

- > Computational Logic and Programming Concepts
- > Systems Software

Term 2:

- > Advanced Programming and Problem Solving
- > Ethical, Legal, Cultural, and Environmental Issues

Term 3:

- > Revision and Exam Practice
- > Final Exam Preparation

COMPUTER SCIENCE



Year 12

Unit 1 - Fundamentals of IT

- > Understand computer hardware
- > Understand computer software
- > Understand business IT systems
- > Understand employability and communication skills used in a IT environment
- > Understand ethical and operational issues and threats to computer systems

Unit 2 - Global Information

- > Understand where information is held globally and how it is transmitted
- > Understand the styles, classification and the management of global information
- > Understand the use of global information and the benefits to individual organisations
- > Understand the legal and regulatory framework governing the storage and use of global information
- > Understand the process flow of information

Year 13

Unit 6 - App Design

- > Understand how applications are designed
- > Be able to investigate potential solutions for application developments
- > Be able to generate designs for application solutions
- > Be able to present application solutions to meet client and user requirements

Unit 21 - Web design and prototyping

- > Understand the fundamentals of web design
- > Be able to plan the development of an interactive website for an identified client
- > Be able to create prototype websites for an identified client

Unit 17 - Internet of Everything

- > What is meant by the Internet of everything
- > Repurpose technologies to extend the scope of the IoE
- > Be able to present concept ideas for repurposed developments

INTERACTIVE MEDIA

Year 11

Term 1:

- > Advanced Interactive Media Production
- > NEA Preparation

Term 2:

- > NEA Execution
- > Examined Assessment Preparation

Term 3:

- > Finalization of NEA and Exam Practice
- > Final Exam and Course Reflection