**Curriculum Map**

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| **Computing Curriculum** | | | | | | |
| **½ Term** | **1** | **2** | **3** | **4** | **5** | **6** |
| **Yr 7** | **Collaborating Online Respectfully**  Introduction to systems, rules for responsible computer use  **(ET & SS)** | **From Semaphores to The Internet**  **(NW, CS)** | **Using Media: Gaining Support for a Cause**  **(IT & ET)** | **Programming Essentials: Part 1**  **(AL, PG)** | **Programming Essentials: Part 2**  **(AL, PG)** | **Modelling Data: Spreadsheets**  **(ET, CM)** |
| **Yr 8** | **Media: Vector Graphics**  **(CM, ET)** | **Computing Systems**  **(PG, CS)** | **Developing for the Web**  **(CM, PG)** | **Representations: From Clay to Silicon**  **(CS, DI)** | **Mobile App Development**  **(ET, PG)** | **Introduction To Python Programming**  **(AL & PG)** |
| **Yr 9** | **Python Programming with Sequences of Data**  **(AL, PG)** | **Media: Animations**  **(ET, CM)** | **Data Science**  **(DD, DI)** | **Representations: Going Audio visual**  **(AL, PG)** | **Cybersecurity**  **(SS, IT)** | **Physical Computing**  **(CS, PG)** |
| **Yr 10 / Yr 11** | **Computer Science**  Part (01) Computer Systems   * Introduces students to parts of a computer and looks at how they work together * Investigations into how computers communicate with each other via networks * What security issues are there surrounding computer systems and technology and what is the impact?   Part (02) Computational Thinking, Algorithms and Programming   * Logic and problems solving is key in this section * Students look at different problems that can be solved using ‘computational thinking’ and apply this to everyday problems, this will also help with their programming and designing programs.   Part (03) Programming   * Students will learn about programming and different programming techniques.   **Creative iMedia**  Creative iMedia is a vocational course which equips students with a wide range of knowledge and skills needed to work in the creative digital media sector, areas covered are:  R081 – Pre-Production Documents  R082 - Creating Digital Graphics  R083 - Creating 2D & 3D Digital Characters  R084 - Creating a Cartoon Strip | | | | | |
| **Key:** | **AL** Algorithms /  **CS** Computing Systems / **CM** Creating Media / **DI** Data and Information / **DD** Design and Development / **ET** Effective Use of Tools / **IT** Impact of Technology / **NW** Networks / **PG** Programming  / **SS** Safety and Security | | | | | |