Computing

	Autumn	Spring	Summer
Y7	- Modelling data using spreadsheets - Programming essentials in Scratch – part I	- Programming essentials in Scratch – part II - Clear messaging in digital media	- Using media – Gaining support for a cause - Networks from semaphores to the Internet
Y8	- Modelling data using spreadsheets - Programming essentials in Scratch – part I	- Programming essentials in Scratch – part II - Media – Vector graphics - Representations – from clay to silicon	- Layers of computing systems - Developing for the Web - Introduction to Python programming
Y9	- Modelling data using spreadsheets - Programming essentials in Scratch – part I	- Introduction to Python programming - Python programming with sequences of data	- Media – Animations - Data science
Y10	Modelling data using spreadsheets	Introduction to Python programming	Representations – going audiovisual

	• Programming essentials in Scratch – part I	• Python programming with sequences of data	• Introduction of cybersecurity
Y11	• Modelling data using spreadsheets • Programming essentials in Scratch – part I	• Introduction to Python programming • Python programming with sequences of data	• Applying programming skills with physical computing • Data science