

KS3 Units Taught:

	Year 7	Year 8	Year 9
Autumn Term	Digital Literacy	Data Representation	Systems & Networks
	Under the Hood	Algorithms & Programming	Algorithmic Thinking
Spring Term	Programming in Scratch	Interactive Multimedia Products	Cyber Security
	E-Safety/ Careers / Autumn Retrieval	E-Safety/ Careers/ Autumn Retrieval	Careers/ Autumn Retrieval
Summer Term	Programming in Python	The Media Industry	Digital Graphics
	Digital Graphics: Theme Park	Digital Graphics: Travel Guide	Interactive Multimedia Products

KS4 Computer Science Units Taught:

	Year 10	Year 11
Autumn Term	2.1 Algorithms 1.1 Systems Architecture Practical Programming	Practical Programming Retrieval 2.1, 2.2, 2.3 Retrieval 1.1, 1.2
	2.2 Programming Fundamentals 2.3 Producing Robust Programs Practical Programming	Practical Programming Retrieval 2.4, 2.5 Retrieval 1.3, 1.4, 1.5
Spring Term	1.2 Memory & Storage 1.3 Computer Networks 1.4 Network Security Practical Programming	Practical Programming Retrieval All Topics Practice Papers
	2.4 Boolean Logic 1.5 Systems Software Practical Programming	Practical Programming Retrieval All Topics Practice Papers
Summer	2.5 Programming Languages & IDEs	

	1.6 Ethical, Legal, Cultural & Environmental Impacts of Technology	
	Retrieval All Topics Practical Programming	

KS4 Creative iMedia Units Taught:

	Year 10	Year 11
Autumn Term	R097 – Interactive Media Products Project Alongside: R093 – TA2 – Factors Influencing Product Design R093 – TA3 – Pre-Production Planning	Retrieval R093 – TA1 & TA2
	R094 – Digital Graphics Alongside: R093 – TA2 – Factors Influencing Product Design R093 – TA3 – Pre-Production Planning	Retrieval R093 – TA3 & TA4
Spring Term	R093 – TA1 – The Media Industry R093 – TA4 – Distribution Considerations	Retrieval R093 – All Topics Practice Papers
	R093 – TA2 – Factors Influencing Product Design R093 – TA3 – Pre-Production Planning	Retrieval R093 – All Topics Practice Papers
Summer Term	R093 – TA1 – The Media Industry R093 – TA3 – Pre-Production Planning (Practical Exercises)	
	Retrieval All Topics	

KS4 Core Computing:

KS4 Computing at Mount Carmel equips students with the digital skills needed for success in education and future careers. Our curriculum includes engaging drop-down days focused on cyber security, programming, and digital literacy, helping pupils develop both technical expertise and an understanding of online safety. Beyond computing, students use technology across the curriculum in subjects such as maths, science, design technology and health and social care, reinforcing their learning in real-world contexts. These experiences also link to a wide range of career pathways, from data analysis to cyber security and digital media, ensuring pupils are prepared for the opportunities of a rapidly evolving digital world.