

Computing Learning Journey

Revision and Exams

Take some time to review the key areas of learning that you have completed during your time at Woodhey. Get ready to thrive in your exams!



Issues, Boolean Logic and Programming IDEs and NEA project

We learn about the issues technology has brought to the real-world. We look at how IDEs can be used to help make our program efficient and how high-level language makes computing fun!

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Algorithms & Programming and revision

We learn about different algorithms. We bring our learning together and learn different techniques to solve the same problem.

System Software, Networks and System Architecture and programming

In this unit we learn about networks and the internal working of a computer. We learn about how to keep computers secure.

Memory, Storage and Programming

We learn how data is stored on a computer and develop our knowledge of programming

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Spreadsheets & Micro:bits

We build on knowledge of spreadsheets and programming in the real-world



Flintstone Cars

In this project to utilise our computing skills to help revolutionise a car showroom

Databases & Binary

We learn how databases are used in the real-world in a practical way. We also learn the different ways data can be represented

Flowol

We build on our knowledge of programming. We create programs to solve real-world problems

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Audacity and Scratch

We learn how to manipulate sound to solve real-world problems. We will be introduced to game design using Scratch

The Digital Revolution

We learn about how technology has changed the world in both positive and less positive ways

Python Programming

We build on our knowledge of text-based programming. We create programs to solve real-world problems



Tech Out Your Home & DTP

We learn about the technology available in the real-world and how to use desktop publishing software effectively

FMS Logo

We learn how to code. We are introduced the building blocks of text-based programming

Graphics and IDMP

We learn how to manipulate graphics and properties of different types of graphics. We learn how to create a fit for purpose Interactive Digital Media Product

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Spreadsheets & Simulation

We learn how to use spreadsheets to help with real world problems.

We also learn how simulation software is used in the real-world

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E-Safety and Desktop Publishing

We find out how to stay safe online and how to creatively use technology to make products for a particular audience and purpose.

