

Weaverham High School Computer Science Department – Curriculum

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 7	E-Safety, Using computers (folders etc) and the Internet Computational thinking / Bebras Challenge	Computational thinking / Bebras Challenge Spreadsheets and Databases	Spreadsheets and Databases Micro:bit Python programming	Micro:bit Python programming	Code development with Scratch	Problem decomposition with Scratch
Year 8	Python Programming with Microbit Computational thinking / Bebras Challenge	Computational thinking / Bebras Challenge 2021 - App Development (2022 - Networking)	Text Based Programming (Python) - Colab	Computing Systems	Computing Systems Developing for the Web	Developing for the Web
Year 9	Cyber Security Computational thinking / Bebras Challenge	Computational thinking / Bebras Challenge Data Representation - Boolean Logic and Processing	Data Representation - Boolean Logic and Processing Vector Graphics	Vector Graphics Python with Sequences of data	Python with Sequences of data Micro Pi	Micro Pi
Year 10 Computer Science	2.4.1 Boolean logic 1.2.4 Data storage Units, Numbers, Characters,	1.2.4 Data storage Images, Sound, Compression 2.1.2 Designing, creating and refining algorithms	1.1.1 Architecture of the CPU 1.1.2 CPU Performance 2.2.1 Programming fundamentals 2.2.2 Data types	1.1.3 Embedded systems 1.2.1 Primary storage (Memory) 1.2.2 Secondary storage 2.2 Programming	1.2.2 Secondary storage 1.3.1 Networks and topologies Practical Programming Skills	1.3.1 Networks and topologies 1.3.2 Wired and wireless networks, protocols and layers Practical Programming Skills
Year 10 iMedia	Pre-production skills. Understand the purpose and content of pre-production. Be able to produce pre-production documents.	Pre-production skills. Be able to plan pre-production. Be able to review pre-production documents.	Creating digital graphics. Understand the purpose and importance of digital graphics. Be able to plan the creation of a digital graphic.	Creating digital graphics. Be able to create a digital graphic. Be able to review a digital graphic.	Creating websites Understand the purpose and importance of websites	Creating websites Be able to plan the creation of a website.
Year 11	1.4.1 Threats to computer systems and networks 1.5.1 Operating systems 2.3.1 Defensive design	1.5.2 Utility software 1.6.1 Ethical, legal, cultural and environmental impact 2.3.2 Testing 2.5.1 Languages 2.5.2 The Integrated Development Environment	Programming Revision 2.1.3 Searching and sorting algorithms Searching and Sorting Practical Programming skills	Theory Revision Practical Programming Skills Revision	Theory Revision Practical Programming Skills Revision	
Year 11 iMedia	Creating websites Be able to create a website.	Creating websites Review website creation. Creating multimedia products Understand the purpose and importance of multimedia products	Creating multimedia products.	Creating multimedia products Be able to review a multimedia product	Unit R085 reviewed Unit R087 reviewed Unit R081 resit preparation	