		Autumn 1	Autumn 2	Spring 1	Spring 2		Summer 1	Summer 2
Year 11	Focus:	Programming 2B re-visited	5 Networks	6 Cyber Security	7 Data-bases	8 Ethical and legal	Exam prep	
	Assessment:	Portfolio of programs	End of Unit Tests	End of unit test	End of unit tests		Past papers	

SMSC: Use of peer programming and team work when learning to code. Looking at cyber security and cyber-crime, the impact of technology on society and the ethical issues associated with the use of technology.

CEIAG: Develop analytical and problem solving skills during the Algorithms and Programming units. Insight into elements of the "tech industry" and the range of roles for employment. Completion of programming projects highlighting a structured approach to problem solving and solution development.

Enrichment: Case studies for cybercrime. Advanced coding club on Thursdays 3.20 – 4.20 using advanced coding techniques and additional hardware such as Lego robotics.

British Values: Legal and moral issues relating to the use of technology. The importance of health and safety. Aspects of cybercrime and the role of white-hat hacking to test systems.

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 10	Focus:	1 Algorithms	2 Programming A	3 Data Representation	Revision	4 Computer Systems	Python programming revisited
	Assessment:	End of unit test	End of unit test	End of unit test	Mock Examination (Paper 1 – edited)	End of unit test	Practical Python tasks (NEA over the summer

CEIAG: Develop analytical and problem solving skills during the Algorithms and Programming units. Insight into elements of the "tech industry" and the range of roles for employment. Completion of programming projects highlighting a structured approach to problem solving and solution development.

SMSC: Use of peer programming and team work when learning to code. Looking at cyber security and cyber-crime, the impact of technology on society and the ethical issues associated with the use of technology.

Enrichment: Case studies for cybercrime. Advanced coding club on Thursdays 3.20 – 4.20 using advanced coding techniques and additional hardware such as Lego robotics.

British Values: Legal and moral issues relating to the use of technology. The importance of health and safety. Aspects of cybercrime and the role of white-hat hacking to test systems.

Computer Science Curriculum Map

Welland Park Academy

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 9	**Focus:**	(9.1) Python Programming NCCE – Introduction to Python Programming 8.6	(9.2) Creating a magazine	(9.3) Computational Thinking and Logic (PG Online)	(9.4) Cyber Security Introduction to Cyber Security 9.5	(9.5) Artificial Intelligence	9.6) Digital Literacy for GCSE
	Assessment:	Portfolio/blog	Development work and Completed magazine	End of Unit assessment	End of Unit assessment	Summative Assessment	Completed tasks

CEIAG: Develop analytical and problem solving skills during the Python Programming unit. Develop creative skills using extended project unit

SMSC: Use of peer programming and team work when learning higher level coding. Making real life decisions during project work looking at finances

Enrichment: Use of online activities to move teaching and learning away from a teacher lead experience. Code Club for KS3 runs on Wednesdays from 3.20 to 4.20.

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 8	**Focus:**	(8.1) Scratch Maths Quiz – coding with scratch, use of variables Scratch coding	8.2) Sports Shop – business identity, logo, animation, 3D modelling, website creation and spreadsheets		(8.3) Networks PG Online Unit Introducing the concept	(8.4) Blocks to Python "Edublocks" unit. Moving from Block	(8.5) Python Programming NCCE – Introduction to Python Programming 8.6
	Assessment:	Portfolio	Portfolio/blog		Summative Assessment		Summative Assessment

CEIAG: Continued development of essential ICT skills to engage with further study and the world of work. Problem solving skills extended to include larger and more complex problems. Real world scenarios used in extended project work.

SMSC: Use of peer programming and team work when learning higher level coding. Making real life decisions during project work looking at finances

Enrichment: Use of online activities to move teaching and learning away from a teacher lead experience. Code Club for KS3 runs on Wednesdays from 3.20 to 4.20.

Year 7	**Focus:**	(7.9) Kodu Coding	(7.6) Think Like a Computer Scientist Computational thinking, flow diagrams, data rep, vector drawings with Scratch	(7.8a) Computer Game Development with Scratch	(7.7) Modelling data with spreadsheets NCCE 7.4		(7.8b) Scratch Programming 2
	Assessment:	Peer assessment	End of unit assessment	Summative Assessment	Summative Assessment		Summative Assessment
Year 7	**Focus:** ICT	(7.1) Digital Literacy Using the WPA		(7.2) Online-safety E-Safety Privacy and your data	((7.3) Understanding Computers Hardware and software, binary, storage, future technology	(7.4) Graphics Unit	((7.5) Using Media Gaining support for a cause NCCE 7.6
		End of unit		End of unit assessment	End of unit assessment	Film poster – skills Audit	End of unit assessment

CEIAG: Development of essential ICT skills to engage with further study, the world of work and living in the information age. Cyber-security / esafety / finance management. Developing problem solving skills and methods of showing solutions.

SMSC: Teamwork / Peer Assessment / Misuse of Computers and Copyright Law / Displays Promote Diversity / Data Protection / Ecological Impacts of Computing and Ethical Issues concerning emerging technologies such as AI and Automation.

Enrichment: Use of online activities to move teaching and learning away from a teacher lead experience. Code Club for KS3 runs on Wednesdays from 3.20 to 4.20.

Computational Thinking	Digital Citizenship	Coding	Digital Literacy	Information Science
Technology in our lives	Staying safe online: e-safety	Programming	Creative Media	Data Handling