

	Term 1		Term 2		Term 3	
	1st half	2nd half	1st half	2nd half	1st half	2nd half
Year 7	<u>E-Safety</u> - learn how to protect their personal information online, recognize cyberbullying, and use the internet responsibly.	<u>Modelling Spreadsheets</u> - using spreadsheets to organise data, perform calculations with formulas, and create charts to present information clearly.	<u>Handling Data</u> - learn how databases are used to store, search, and organize information efficiently using fields, records, and queries.	<u>Flowol</u> - learn how to create and interpret flow charts to plan, represent, and understand the steps in a process or computer program.	<u>Computational Thinking</u> - learning how to break problems into smaller parts, recognise patterns, and design logical algorithms to find efficient solutions.	<u>BYOB</u> - create interactive stories, games, and animations while learning the basics of coding and logical problem-solving.
Year 8	<u>Cyber Security</u> - learn how to protect devices and personal data, recognise online threats, and practice safe and responsible internet use.	<u>Cryptology</u> - learn how to encode and decode messages, understand simple ciphers, and appreciate the importance of secure communication.	<u>App Developer</u> - explore app development by designing and creating simple mobile applications, learning coding concepts, and testing their ideas for functionality and usability.	<u>Digital Graphics</u> - learn about digital graphics by creating and editing images, experimenting with colour, shape, and layers, and understanding how visuals communicate ideas effectively.	<u>Computer components</u> - learn about computer components, including the CPU, memory, storage, and input/output devices, and how they work together to make a computer function.	<u>Text based Programming</u> - learn Python to write programs, solve problems using code, and develop skills in sequencing, loops, and conditionals.
Year 9	<u>Cyber Security</u> - learn how to protect devices and personal data, recognise online threats, and practice safe and responsible internet use.	<u>Data Representation</u> - learn about data representation, including how text, numbers, and images are stored in binary and how data can be organised and interpreted by computers.	<u>Text based Programming</u> - learn Python to write programs, solve problems using code, and develop skills in sequencing, loops, and conditionals.	<u>Ethical, legal, cultural and environmental concerns</u> - explore ethical, legal, cultural, and environmental concerns, learning how technology impacts society and the importance of responsible and sustainable digital practices.	<u>Interactive digital media</u> - learn about interactive digital media by creating content such as games, animations, and websites that engage users and respond to their actions.	<u>Visual identity and digital graphics</u> - explore visual identity and digital graphics by designing logos, banners, and other digital visuals that communicate a brand or message effectively.
Year 10 iMedia	R097- Interactive digital media				R094 - Visual identity and digital graphics	R094 - Visual identity and digital graphics
Year 11 iMedia	R097- Interactive digital media			R093 exam		
Year 10 Computer Science	1.0 Intro to Computer Science	1.2 Memory & Storage	1.3 Computer Networks Connections & Protocols	1.5 Systems Software	1.6 Ethical Legal Cultural & Environmental Impacts of Digital Technology	2.1 Algorithms
	1.1 Systems Architecture	1.3 Computer Networks Connections & Protocols	1.4 Network Security	Project	2.1 Algorithms	2.4-Boolean Logic

Year 11 Computer Science	2.1 Algorithms	2.3 Producing Robust Programs	2.5 Programming Languages & Integrated Development Environments	Revision lessons	Revision lessons	
	2.2 Programming Fundamentals	2.4-Boolean Logic	Computing project	Revision lessons	Revision lessons	
Year 10 Business	1.1 The role of business enterprise and entrepreneurship, 1.2 Business planning, 5.3 Revenue costs and profit, 1.3 Business ownership	1.3 Business ownership, 1.4 Business aims and objectives, 1.5 Stakeholders in business, 1.6 Business growth, 2.1 The role of marketing, 2.2 Market research	2.2 Market research, 2.3 Market segmentation, 2.4 The marketing mix	2.4 The marketing mix, 3.1 The role of human resources, 3.2 Organisational structures and different ways of working, 3.3 Communication in business	3.4 Recruitment and selection, 3.5 Motivation and retention, 3.6 Training and development, 3.7 Employment law	4.1 Production processes, 4.2 Quality of goods and services, 4.3 The sales process and customer service
Year 11 Business	3.1 The role of human resources, 3.2 Organisational structures and different ways of working, 3.4 Recruitment and selection, 3.5 Motivation and retention	3.5 Motivation and retention, 3.6 Training and development, 3.7 Employment law, 4.1 Production processes , 4.2 Quality of goods and services	4.3 The sales process and customer service, 4.4 Consumer law, 4.5 Business location, 4.6 Working with suppliers	6.1 Ethical and environmental considerations, 6.2 The economic climate, Globalisation, 7. The interdependent nature of busines	Revision lessons	
					Revision lessons	