

Curriculum Overview 2025-2026 Subject: Computing

	AUTUMN 1 - 8 weeks								AUTUMN 2 - 7 weeks							SPRING 1 - 6 weeks						SPRING 2 - 5 weeks						SUMMER 1- 6 weeks						SUMMER 2 - 7 weeks							
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39		
COMPUTER SCIENCE H446																																									
Year 13	Programming project		Software and software development						Legal, moral, cultural and ethical issues						Computer systems						Algorithms and programming																				
	Developing the solution		- Systems software - Applications generation						- Computing related legislation - Moral and ethical issues						- Components of a computer and their uses - Software and software development - Exchanging data - Data types, data structures and algorithms - Legal, moral, cultural and ethical issues						- Elements of computational thinking - Problem solving and programming - Algorithms																				
	Evaluation																				Programming project																				
Year 12	Problem solving and programming Programming techniques				Components of a computer and their uses												Elements of computational thinking						Exchanging data						Programming Project		Algorithms		Software and software development		Programming Project						
					- Structure and function of the processor - Types of processor - Input, output and storage																																				
					Data types, data structures and algorithms																																				
					- Data types - Data structures - Boolean algebra																																				
												- Thinking abstractly - Thinking ahead - Thinking procedurally - Thinking logically - Thinking concurrently																													
												Problem solving and programming Computational methods																													
												Algorithms																													

Opening Minds & Opening Doors

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KS3 COMPUTING																																							
Year 9	Digital Products (Photoshop): - Image/Canvas Size - Layout and Drawing Tools - Adjustments, Filters and Effects - Selections and Layers - Retouching - Typography								Programming (Python): - IDLE - Print Statements - Variables - User Input - Data Types - Calculations							Programming (Python): - Selection - If Statements - Conditions - Indentation - Comparison Operators - Logical Operators						Programming (Python): - Iteration - For Loops - While Loops - Count Controlled - Condition Controlled - Efficiency					Digital Products: - Planning a Visual Identity - Mind Maps - Moodboards - Concept Sketches - Visualisation Diagrams - Justifying Designs						Digital Products: - Planning Digital Graphics for Products - Graphic Design and Conventions - Properties of Digital Graphics - Licenses and Permissions - Creating a Visual Identity - Creating a Digital Graphic						
Year 8	Digital Products (Fireworks): - Bitmap/Vector Images - Assets - Image Editing Tools - Transparency - Layers - Effects								Digital Products (Dreamweaver): - Websites - Audience and Purpose - Banner and Navigation Bar - Accessibility - Consistency - Assets							Data Representation: - Computer Systems - Hardware/Software - Numbers - Characters - Images - Sound						Programming (Code for Life): - Algorithm - Instructions - Sequence - Selection - Iteration - Efficiency					Control Technology (Flowol): - Flowol - Algorithms - Inputs - Selection - Iteration - Variables						Programming (Python): - Turtle - Commands - Sequence - Selection - Iteration - Patterns						
Year 7	Introduction to Computing: - Colmers Network - Baseline Test - Word - Publisher - PowerPoint - E-Safety								Managing Data (Spreadsheets): - Excel - Formulas - Graphs - Data - Formatting - Validation							Managing Data (Databases): - Access - Fields/Records - Queries - Data Types - Validation - Forms/Reports						Programming (MicroBits): - Inputs/Outputs - Strings/Integers - Coordinates - Variables - Selection - Iteration					Programming (Scratch): - Sprite/Stage/Scripts - Broadcasts - Variables - Selection - Iteration - Testing and Feedback												

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