

Computing Course Content



Key Stage 3

Year 7	Year 8	Year 9
<ul style="list-style-type: none"> • Logical reasoning • Computer control systems • Computer input and output devices • Introduction to algorithms • Programming concepts • Developing games with Scratch • Animation with JavaScript 	<ul style="list-style-type: none"> • Logical reasoning • Artificial intelligence • Future technology • Advanced graphical programming - BYOB • Drawing and animation with JavaScript • Web development with HTML & CSS 	<ul style="list-style-type: none"> • Logical reasoning • Architecture of computer systems and networks • Mobile App development • Representing information • Computational thinking • The design of algorithms and pseudo code • Textual programming with Python • Alice 3 in animation land

Key Stage 4: GCSE

Year 10	Year 11
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In year 10 students cover the majority of Unit A451 - Computer systems and programming and undertake the first of two controlled assessments - Unit A452 - Practical investigation

<p>In year 10 students cover the following topics:</p> <ul style="list-style-type: none"> • Unit A451 - Computer systems and programming • Fundamentals of computer systems • Computing hardware • Representation of data in computer systems • Databases • Computer communications and networking • Programming • Unit A452 - Practical investigation 	<p>In year 11 students cover the following topics:</p> <ul style="list-style-type: none"> • Unit A451 - Computer systems and programming • Fundamentals of computer systems • Computing hardware • Representation of data in computer systems • Databases • Computer communications and networking • Programming • Unit A453: Programming project - Controlled assessment
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