

Year	Autumn	Spring	Summer
7	E-Safety - including cyber bullying and digital footprints. Office Skills - including email, Teams and online systems use.	E-Safety - including cyber bullying and digital footprints. Introduction to Computer Systems - including hardware, software, storage devices, networks and network security.	E-Safety - including cyber bullying and digital footprints. Photoshop - looking at image manipulation in the media and using skills learnt to create an image based on a given scenario. Scratch - a block-based visual programming language where students learn coding concepts and develop a game based around the classic PONG theme.
8	E-Safety including body image and social media.	E-Safety including body image and social media.	E-Safety including body image and social media.

	Intermediate Computer Systems including binary, sorting algorithms, network topologies, computer logic and data representation.	Vector Graphics - including digital graphic properties, branding and image editing skills. Cyber Security - discovery of techniques that cybercriminals use to steal data, disrupt systems, and infiltrate networks.	GameMaker a high-level visual programming language where students learn coding concepts, basic scripting and develop a maze game of their own theme, similar to that of PAC MAN.
9	E-Safety - including grooming, inappropriate content and messaging. Python - including sequence, selection, iteration and string manipulation.	E-Safety - including grooming, inappropriate content and messaging. Photoshop - looking at image manipulation in the media and using skills learnt to create an image based on a given scenario.	E-Safety - including grooming, inappropriate content and messaging. Digital Literacy Skills - students will be empowered with knowledge and skills to enable them to be exceptional digital citizens of today's digital world.

Curriculum Overview – Computing- Biddick.