

COMPUTING	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 7	Introduction, E-safety basics & Animation Using MS Teams Strong passwords E-Safety rules E-Safety animation	Myth busters Information reliability Fake information Searching & Prompting Research Presentation	Scratch Project Programming fundamentals: sequence, selection, iteration, variables	Spreadsheet modelling Formula Modelling Budgeting Charts & Graphs Functions	Data representation & Logic Numbers Characters Caesar Cipher Logic gates	Coding puzzles & computational thinking Flow control (sequence, selection, iteration), variables, Decomposition, pattern-recognition
Year 8	Digital marketing Branding, House style, logos, flyers, business cards, social media marketing	Modern technology What AI is Introduction to generative AI (age-appropriate) Classification models & Teachable Machine Data bias AI Ethics	Python Programming flow of execution Input/output variables	Game Design & Development History of gaming Esports Making a maze game	Python Programming II Combining programming concepts to solve problems.	Programming for the web Markup languages: HTML & CSS
Year 9	Internal Hardware Key components (CPU, primary memory, secondary storage) Binary & Logic recap	Cyber security Social engineering Cracking passwords Malware Cybercrime law & careers Encryption DDoS & Firewalls	Computational Thinking skills Decomposition, abstraction, pattern recognition. Basic sorting & searching algorithms	Python Programming Mini projects, functions	Independent project & presentation e.g. game, research, website	Independent project & presentation e.g. game, research, website

