Class Group	Autumn Term		Spring Term		Summer Term	
	First half	Second half	First half	Second half	First half	Second half
Eta Yr 7	**Impact of technology: collaborating online respectfully** Identifying how to use online collaboration tools respectfully. An introduction to Google Classroom.	**Networks: from semaphores to the internet** Recognising networking hardware and explaining how networking components are used for communication.	**Using media: gaining support for a cause** Creating a digital product for a real-world cause.	**Programming essentials in Scratch: part I** Applying the programming constructs of sequence, selection, and iteration in Scratch.	**Programming essentials in Scratch: part II** Using subroutines to decompose a problem that incorporates lists in Scratch.	**Modelling data: spreadsheets** Sorting and filtering data and using formulas and functions in spreadsheet software.
Alpha Yr 8	**Impact of technology: collaborating online respectfully** Identifying how to use online collaboration tools respectfully.	**Networks: from semaphores to the internet** Recognising networking hardware and explaining how networking components are used for communication.	**Using media: gaining support for a cause** Creating a digital product for a real-world cause.	**Programming essentials in Scratch: part I** Applying the programming constructs of sequence, selection, and iteration in Scratch.	**Programming essentials in Scratch: part II** Using subroutines to decompose a problem that incorporates lists in Scratch.	**Modelling data: spreadsheets** Sorting and filtering data and using formulas and functions in spreadsheet software.
Beta Yr 8	**Developing for the web** Using HTML and CSS to create webpages.	**Representations: from clay to silicon** Representing numbers and text using binary digits.	**Mobile app development** Using event-driven programming to create an online gaming app.	**Media: vector graphics** Creating vector graphics through objects, layering, and path manipulation.	**Computing systems** Exploring the fundamental elements that make up a computer system.	**Introduction to Python programming** Applying the programming constructs of sequence, selection,

						and iteration in Python.