

Class Group	Autumn Term		Spring Term		Summer Term	
	First half	Second half	First half	Second half	First half	Second half
7A	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.
7B	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.
7C	Online Safety	Logo	Spreadsheet	Animation Effective Searching	Coding	Artificial Intelligence
8/9A	Layers of computing systems Exploring the fundamental	Media - Animations Creating 3D animations through object manipulation, and tweaking and	Data Science Using data to investigate problems and	Introduction of cybersecurity Identifying how users and organisations can	Python programming with sequences of data	Applying programming skills with physical computing

	elements that make up a computer system.	adjusting lighting and camera angles.	make real-world changes.	protect themselves from cyberattacks	Manipulating strings and lists. Creating a programming project.	Sensing and controlling with the micro:bit.
8/9B	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.	Introduction to Python programming Applying the programming constructs of sequence, selection, and iteration in Python.	Computing systems Exploring the fundamental elements that make up a computer system.
8/9C	Clear messaging in digital media: collaborating online respectfully as well as teaching them how to use Google Classroom.	Modelling data: Spreadsheets Sorting and filtering data and using formulas and functions in spreadsheet software.	Representations – from clay to silicon Representing numbers and text using binary digits.	Developing for the Web Using HTML and CSS to create webpages.	Programming essentials in Scratch: Applying the programming constructs of sequence, selection, and iteration in Scratch. Using subroutines to decompose a problem that incorporates lists in Scratch.	Layers of computing systems Exploring the fundamental elements that make up a computer system.