



Beyond GCSE

Students will either progress to A Level Computer Science or take the problem-solving skills they have learned and apply them to other courses/in the workplace



Paper 1 – Computer Systems
Paper 2 – Algorithms & Programming

Producing robust programs



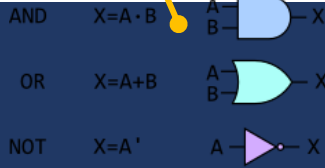
11

End of year 10 exams

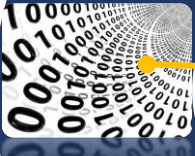


Systems software

Boolean logic



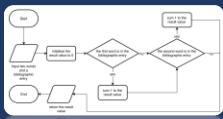
Ethical, legal, cultural & environmental impacts of technology



Memory & storage

Algorithms

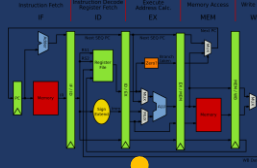
Programming fundamentals



```

@rand(n+1);
while (i > 0) {
  if (formatTest(b)) {
    i = i-1;
  }
  else {
    cout << "The number " << a
  }
}

```



System architecture

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Data Science
Spreadsheet analysis

Stop-frame animation sequencing

Programming
Python - advanced



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Web design

Physical Computing
Robotics

Images
Manipulation and creativity

Programming
2nd, text-based language - introduction

Programming
Interactive stories, games and animations



Hardware
Understanding computers

IT Skills

Use of Office 365 packages
To include OneNote, Word, PowerPoint, Teams and Outlook

Office 365



Physical Computing
Use of micro:bits for programming

Cross-curricular
Spreadsheet, data analysis and gaming

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E-safety

Cyberbullying, passwords, hacking

Primary School
Strong links are established by our Lead Practitioner in IT with feeder primary schools to ensure students arriving in Year 7 are confident and competent with basic computing skills.

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Programming
Using mimics
And flowcharts

digital literacy

computer science

information technology

