



Intent for *Computing* Curriculum 2026-2027

'All children will experience a well-balanced and comprehensive curriculum that enhances informed, intellectual, developmental and moral character. As a result, this will improve life chances, inter-personal relationships, social mobility and preparedness for employment. Our curriculum will encourage everyone to have a positive impact on society.'

Term	1a	1b:	2a	2b	3a	3b
Year 7	• Safe online • Learning to log in and be independent • Word Processing	• What is the internet? • Writing and using algorithms • Investigating common hardware	• Cyberbullying • Block coding concepts of sequence, selection, iteration (Blockly and Microbits)	• How is our data used? • Using a spreadsheet for data entry and formulae	Create a non-linear presentation using a story in PowerPoint.	Deepening understanding of concepts of sequence, selection, iteration in block coding (Scratch)
Year 8	• Digital Footprint • Deepen understanding of Hardware & Software including AI by creating a laptop	• Search and Sort Algorithms • Use computational thinking strategies to investigate cyphers	• Understand how legislation affects us. • Use Graphic design software to create and repurpose images	• Understand how a network works • Know how devices communicate with one another as a network • Investigate further programming concepts (Scratch)	• Understand how numbers can be represented in Binary • Deepen understanding of sequence, selection, iteration in written coding (Python Turtle)	• Undertake a creative project to design an app and how it can be changed to meet the needs of the user. • Look at digital wellbeing
Year 9	• Having positive online identity and future careers • Undertake a creative project to design and create a digital graphic using graphic design software	• Understand Boolean Logic • Perform operations in Binary • Know different data types are represented digitally	• Have a positive self-image and identity • Deepen written programming concept and skills (Python)	Deepen understanding of spreadsheets	• Forming positive online relationships • Creative project of making a website • Cyber security	• Undertake a creative project to make and code a game
Year 10 CS	• 2.1 Computational thinking, Designing, Creating & refining algorithms, Searching & Sorting Algorithms • 2.4 Boolean Logic	• 1.1 Architecture of the CPU, CPU performance, Embedded Systems • 1.2.1 Primary storage	• 2.2 Programming Fundamentals & Data Types • 1.2.2 Secondary Storage	• 1.2.3 and 1.2.4 data storage • 2.2.3 Additional Programming techniques	• 1.3.1 Networks and Topologies • 2.2.3 Additional Programming techniques	• 1.3.2 Wired and Wireless Networks, Protocols and Layers • 2.2.3 Additional Programming techniques



	● 2.2 Programming Fundamentals	● 2.2 Programming Fundamentals				
Year 10 Creative iMedia	● R094 pre-production documents ● R094 conventions ● R094 legislation ● R094 using graphic design software	● R094 NEA skills & practise ● R094 NEA	● R093 media roles ● R093 media products ● R093 Client requirements ● R093 audience needs	● R093 pre-production documents ● R093 Legislation	● R099 Game skills ● R099 products ● R094 factors influencing product design	● R099 research & Legislation ● R094 factors influencing product design
Year 11 CS	● 2.2.3 Additional Programming techniques ● 1.4 Threats and prevention for networks	● 2.2.3 Additional Programming techniques ● 1.6 Ethical, Legal, Cultural, Environmental impact ● 1.2.5 Compression ● 2.5.1 Languages	● 2.2.3 Additional Programming techniques ● 1.5 Understand and explain operating systems and utility software	● 2.2.3 Additional Programming techniques ● Personalised Revision for GCSE exams in May	● 2.2.3 Additional Programming techniques ● Personalised Revision for GCSE exams in May	
Year 11 Creative iMedia	● R099 NEA ● R093 Completion of knowledge	● R099 NEA ● R093 revision fro exam in January	● R099 NEA resubmission if required ● R093 resubmission if required	● R099 NEA resubmission if required ● R093 resubmission if required		