

Year 7		National Curriculum Alignment
<b>Autumn</b> Networks	Networks through time <ul style="list-style-type: none"> <li>Collaborating Online Respectfully</li> <li>Networks and Systems: From Semaphores to the Internet</li> </ul>	Understand a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy; recognise inappropriate content, contact and conduct and know how to report concerns.  Understand how instructions are stored and executed within a computer system; design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems.
<b>Spring</b> Programming	Programming simple processes <ul style="list-style-type: none"> <li>Programming Essentials</li> </ul>	Understand how instructions are stored and executed within a computer system; use two or more programming languages, at least one of which is textual, to solve a variety of computational problems.
<b>Summer</b> Understanding Data	Modelling Data <ul style="list-style-type: none"> <li>Modelling data: Spreadsheets</li> </ul>	Understand how data of various types (including text, sounds and pictures) can be represented and manipulated digitally; make appropriate use of data structures [for example, lists, tables or arrays]; design and develop modular programs that use procedures or functions.
Year 8		National Curriculum Alignment
<b>Autumn</b> Creating Media	Designing vector graphics <ul style="list-style-type: none"> <li>Media- Vector Graphics</li> </ul> Computer components & Programming simple processes <ul style="list-style-type: none"> <li>Computing Systems</li> </ul>	Undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals  Understand simple Boolean logic [for example, AND, OR and NOT] and some of its uses in circuits and programming.
<b>Spring</b> Creating Media Navigating the Online World	Web development <ul style="list-style-type: none"> <li>Developing media for the web</li> </ul>	Undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals
<b>Summer</b> Programming	Using the language of code: Python <ul style="list-style-type: none"> <li>Introduction to Python Programming</li> </ul>	Use two or more programming languages, at least one of which is textual, to solve a variety of computational problems
Year 9		National Curriculum Alignment
<b>Autumn</b> Creating Media	Animations & Programming simple processes <ul style="list-style-type: none"> <li>Media - Animations</li> </ul>	Undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals
<b>Spring</b> Navigating the Online World	Cybersecurity <ul style="list-style-type: none"> <li>Developing media for the web</li> </ul>	Understand a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy; recognise inappropriate content, contact and conduct and know how to report concerns.  Create, re-use, revise and re-purpose digital artefacts for a given audience, with attention to trustworthiness, design and usability

		Undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals
<b>Summer</b> Computing Systems and Thought	Computer components <ul style="list-style-type: none"> <li>Physical Computing</li> </ul>	Understand the hardware and software components that make up computer systems, and how they communicate with one another and with other systems

**Year 10**

1. Understand how changes in technology affect safety, including new ways to protect their online privacy and identity, and how to identify and report a range of concerns	<p><b>Cybersecurity, Safe Online Relationships and Social Media</b> – Y10 Dropdown Day 1 (Summer 1).</p> <p>Session 1 - Online Reputation <a href="https://teachcomputing.org/curriculum/key-stage-4/online-safety/lesson-2-online-reputation">https://teachcomputing.org/curriculum/key-stage-4/online-safety/lesson-2-online-reputation</a></p> <p>Session 2 – Big Data <a href="https://teachcomputing.org/curriculum/key-stage-4/online-safety/lesson-3-big-data">https://teachcomputing.org/curriculum/key-stage-4/online-safety/lesson-3-big-data</a></p> <p>Session 3 – Illegal Content <a href="https://teachcomputing.org/curriculum/key-stage-4/online-safety/lesson-7-illegal-content">https://teachcomputing.org/curriculum/key-stage-4/online-safety/lesson-7-illegal-content</a></p> <p>Session 4 – Protecting Myself Online <a href="https://teachcomputing.org/curriculum/key-stage-4/online-safety/lesson-10-protecting-myself-online">https://teachcomputing.org/curriculum/key-stage-4/online-safety/lesson-10-protecting-myself-online</a></p>
2. Develop their capability, creativity and knowledge in computer science, digital media and information technology	<p><b>Website Design, Development and Evaluation Project</b> – Y10 Dropdown Day 3 &amp; 4 (Summer 2)</p> <p>Session 1 – What is Pre-Production? <a href="https://teachcomputing.org/curriculum/key-stage-4/media/lesson-1-what-is-pre-production">https://teachcomputing.org/curriculum/key-stage-4/media/lesson-1-what-is-pre-production</a></p>
3. Develop and apply their analytic, problem-solving, design, and computational thinking skills	<p>Session 2 – Creating A Multi-Page Website <a href="https://teachcomputing.org/curriculum/key-stage-4/media/lesson-4-creating-a-multi-page-website">https://teachcomputing.org/curriculum/key-stage-4/media/lesson-4-creating-a-multi-page-website</a></p> <p>Session 3 – Planning your Digital Media <a href="https://teachcomputing.org/curriculum/key-stage-4/media/lesson-5-planning-your-digital-media-artefact">https://teachcomputing.org/curriculum/key-stage-4/media/lesson-5-planning-your-digital-media-artefact</a></p> <p>Session 4 – Producing your Digital Media <a href="https://teachcomputing.org/curriculum/key-stage-4/media/lesson-6-producing-your-digital-media-artefact">https://teachcomputing.org/curriculum/key-stage-4/media/lesson-6-producing-your-digital-media-artefact</a></p> <p>Session 5 – Presenting your Digital Media <a href="https://teachcomputing.org/curriculum/key-stage-4/media/lesson-7-presenting-your-digital-media-artefact">https://teachcomputing.org/curriculum/key-stage-4/media/lesson-7-presenting-your-digital-media-artefact</a></p>