

COMPUTER SCIENCE LONG-TERM PLAN

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 2	Summer 2
Year 7	<p>E-Safety, Using computers (folders etc) and the Internet.</p> <ol style="list-style-type: none"> 1.School System 2.E-Safety 3.Internet and Web Browsers 4.Searching the Web 5.Microsoft Word (Optional) 6.Microsoft Office 7.Assessment 	<p>Inputs/Outputs and Memory.</p> <ol style="list-style-type: none"> 1.Types of Computer 2.Input-Process-Output Model 3.Computer Hardware 4.Memory and Secondary Storage 5.Software 6.Mobile Applications (Optional) 7.Assessment 	<p>Excel (Database introduction).</p> <ol style="list-style-type: none"> 1.How to use Excel 2.Summarising Data 3.Charting (Optional) 4.Introduction to databases 5.Validation, Searching and Sorting 6.Assessment 	<p>Graphic Design and Copyright.</p> <ol style="list-style-type: none"> 1.Copyright and magazine covers 2.Using Fireworks to create a wireframe. 3.Using Photoshop to adapt an image. 4.Continuing with design (Optional) 5.Finalising a design and evaluating. 6.Assessment 	<p>Algorithms and decomposition.</p> <ol style="list-style-type: none"> 1.An introduction to algorithms 2.Computational Thinking 3.Problem Decomposition and Scratch Overview 4.Starting the games 5.Continuing with game development 6.Continuing with game development (Optional) 7.Assessment 	<p>Basic Programming Techniques (Scratch).</p> <ol style="list-style-type: none"> 1.Continuing with game development 2.Continuing with game development (Optional) 3.Continuing with game development 4.Evaluation 5.Evaluation 6.Performance Review 7.Assessment
Year 8	<p>Networking.</p> <ol style="list-style-type: none"> 1.Introduction to Networks 2.Internet and the World Wide Web 3.Domains and IP 4.Email and VoIP (Optional) 5.Network Protocols 6.Network Security 7.Assessment 	<p>Inputs/Outputs and Memory.</p> <ol style="list-style-type: none"> 1.Types of Computer 2.Input-Process-Output Model 3.Computer Hardware 4.Memory and Secondary Storage 5.Software 6.Mobile Applications (Optional) 7.Assessment 	<p>How data is represented in computers.</p> <ol style="list-style-type: none"> 1.Binary and Memory 2.Representing Text and Numbers 3.Image Representation 4.Sound Representation 5.Instructions (Optional) 6.Assessment 	<p>Text Based Game Programming (Self-Led).</p> <ol style="list-style-type: none"> 1.Introduction to text-based games 2.Using loops 3.Rock-Paper-Scissors 4.Hangman 5.Text Adventures (Optional) 6.Assessment 	<p>Software and Hardware.</p> <ol style="list-style-type: none"> 1.Role of the Operating System 2.Software 3.Digital Footprint 4.Appropriate Software Use 5.Appropriate Software Use (Optional) 6.Data Collection and Analysis 7.Assessment 	<p>Using technology safely.</p> <ol style="list-style-type: none"> 1.Technology Impact 2.Technology Impact (Optional) 3.Technology Impact 4.Evaluation 5.Evaluation 6.Performance Review 7.Assessment

Year 9	Networking. 1.Introduction to Networks 2.Internet and the World Wide Web 3.Domains and IP 4.Email and VoIP (Optional) 5.Network Protocols 6.Network Security 7.Assessment	How data is represented in computers. 1.Binary and Memory 2.Representing Text and Numbers 3.Image Representation 4.Sound Representation 5.Instructions (Optional) 6.Assessment	Using technology safely. 1.Technology Impact 2.Technology Impact (Optional) 3.Technology Impact 4.Evaluation 5.Evaluation 6.Performance Review 7.Assessment	Text Based Game Programming (Self-Led). 1.Introduction to text-based games 2.Using loops 3.Rock-Paper-Scissors 4.Hangman 5.Text Adventures (Optional) 6.Assessment	Software and Hardware. 1.Role of the Operating System 2.Software 3.Digital Footprint 4.Appropriate Software Use 5.Appropriate Software Use (Optional) 6.Data Collection and Analysis 7.Assessment	Turtle Programming and Algorithms (Self-Led). 1.Turtle Programming 2.Iteration and Selection 3.Functions 4.Parameters 5.Lists 6.Extension (Optional) 7.Assessment
Year 10			E-Safety, Using computers (folders etc) and the Internet. 1.School System 2.E-Safety 3.Internet and Web Browsers 4.Searching the Web 5.Microsoft Word (Optional) 6.Microsoft Office 7.Assessment	Inputs/Outputs and Memory. 1.Types of Computers 2.Input-Process-Output Model 3.Computer Hardware 4.Memory and Secondary Storage 5.Software 6.Mobile Applications (Optional) 7.Assessment	Excel (Database introduction). 1.How to use Excel 2.Summarising Data 3.Charting (Optional) 4.Introduction to databases 5.Validation, Searching and Sorting 6.Assessment	Graphic Design and Copyright. 1.Copyright and magazine covers 2.Using Fireworks to create a wireframe. 3.Using Photoshop to adapt an image. 4.Continuing with design (Optional) 5.Finalising a design and evaluating. 6.Assessment

Year 11			E-Safety, Using computers (folders etc) and the Internet. 1.School System 2.E-Safety 3.Internet and Web Browsers 4.Searching the Web 5.Microsoft Word (Optional) 6.Microsoft Office 7.Assessment	Presentation 1. Using the 2. Application 3. Developing a 4. Presentation 5. Text 6. Charts 7. Graphical Objects Prepare Outputs	GCSE Exam Revision	GCSE Exam Revision
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