CURRICULUM PLAN

Department: Computing

Vision Statement:

With this pandemic in full flow, what has it taught us about technology?

That it's a fantastic way of bridging the gap and keeping the world connected and industries moving. However, with all the knowledge of how these technologies work it isn't enough reading a datasheet without knowing how to use it in a practical way.

This is why both ICT and Computer Science are needed to work hand in hand.

Strapline:

Conceive, conceptualize, construct – bringing the virtual to reality

Curriculum Story:

Since the introduction of Computer Science into the curriculum it has taken a precedence over ICT in headlines, as is the way when something new is introduced. What many have failed to comprehend is that to get outstanding Computer Scientists we need proficient ICT users. For this reason, both need to be given equal precedence.

ICT will give the transferrable skills needed to provide students for life after school whilst Computer Science will equip those who wish to see the evolvement of technology for the good of mankind.

Skills developed:

Analytical skills, problem solving, creativity, critical thinking skills and above all else resilience.

As a curriculum we will encourage students to try new things and help them realise that they won't get the answer first time and when they do get a solution it doesn't necessary need to be the same as someone else's.

It's not the end goal that determines the reward but the journey.

Below when 50 words just aren't enough.....

The aim of my curriculum is to develop confident digital citizens who understand the power of their digital world. It uses accessible, challenging and engaging projects that empower students and promotes the productive use of ICT.

I want students to feel able to 'tinker' with technology, to understand how it works and how to make it work for them; they should feel in control.

All students should have the opportunity to write their own programs, produce their own Apps or create professional quality digital products.

Students should feel safe when using technology and the web. They must learn what their rights and responsibilities are, as well as how legislation such as The Computer Misuse Act and Data Protection Act can affect them.

Finally, our young people must understand how to utilise the power of the cloud. Understand what services are available and that the cloud can be a powerful collaborative tool.

Year 7: Getting St	arted first thing to do is to meet the	NPC auide who will aive th	e rules on survivino	the levels of the did	uital aame.	
<u>Topics</u>	Why we teach this	<u>Links to</u> <u>last topic</u>	Links to future topics	Key skills developed	Cultural capital opportunities	Links to whole school curriculum
Autumn 1 Introduction	on to School network & Clou	d technologies				
Introduction to school network & School rules/AUP Logins/password Resources Files and folders Online World Uni Frog Word Process like a pro Social Media and your digital foot print	For a generation who have grown up with the internet and got a false sense of security it's time to pull down the veil and show them the truth of how their actions are unwittingly putting them at risk.	Link to KS2 programme of Study: 'understand computer networks including the internet; how they can provide multiple services. use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	Deeper understanding of networks. Online World and cybersecurity	Critical thinking skills Email communication MS Office	Sign post key network hardware in school and at home that are used to connect to a network e.g. access wifi at home for appliances/devices such as Smart Tvs and game consoles.	Life skills
Autumn 2 PC Basics	 getting to grips with comp 	outers				
Computer Systems Inputs/outputs Binary/denary Hardware Software	Everything is great until it stops working! Unit helps you gain knowledge on how the basics of a PC fit together.		Links to year 8 and year 9 under the hood	Analytical skills Problem solving Hardware		Maths
Spring 1 Effective Pre	esentation design					
Create an effective presentation	Target audience -Design principles -Mood board - Creating a house style - Image collection - Content creation - Video - Sound		Links to Y8: Web design & Development	Analytical skills solving Creativity Problem Critical thinking skills Resilience Video/Photo editing MS Office	Research how organisations apply a house style to their websites/social network and printed publications. Focus initial research on Colton Hills School	Art Graphic Design English (creating writing)

Spring 2 – Spreadshe	eet Basics					
Big data is everywhere! Companies use big data in their systems to improve operations, provide better customer service, create personalized marketing campaigns and take other actions that, ultimately, can increase revenue and profits.	To stand out from the crowd data mining and analytics is an essential skill! In year 7 we start with the basics. An introduction to spreadsheets.	Link to KS2 programme of Study: use sequence, selection, and repetition in programs; work with variables and various forms of input and output	Links to Y8 spreadsheet modelling and year 8 data modelling in preparation for the BTEC DIT.	Analytical skills, problem solving, mathematical equations, creating graphs	Creating a spreadsheet for a fundraising event.	Mathematics, problem solving and making effective graph links to Science/maths
	ing Essentials – Scratch		I.i. o			1
What is programming Decomposition Abstraction Terminology Minecraft syntax debugging Summer 2 - Program	Now you know what the hardware is capable of doing now it's time to issue it some commands and have it under your control.	Programming	Year 8 Python basics, year 8 HTML, year 9 Python programming	Analytical skills Problem solving Creativity Critical thinking skills Resilience Programming	Problem solving every day systems. Animate using sprites using block programming	Mathematics, graphic design, art

Application of	Time to open the	Links to Y8 programming	Year 8 Python	Analytical skills	A look into LED	Product design,
computational	imaginations of the	essentials with Scratch	basics, year 8	Problem solving	screens and	mathematics
thinking using	students.		HTML, year 9	Creativity	automated	
programmable	Now starts the journey of		Python	Critical thinking	billboards	
hardware.	overcoming obstacles and		programming	skills		
	failing forward.			Resilience		
	Another fantastic way of			Video/Photo		
	applying the key			editing		
	principles of			MS Office		
	computational thinking to					
	a programmable device.					
	Over the year's new jobs					
	have emerged with use of					
	social media. The					
	successful influencers					
	ensure their content stands					
	out and is memorable,					

Year 8:						
<u>Topics</u>	Why we teach this	<u>Links to</u> last topic	<u>Links to future</u> <u>topics</u>	<u>Key skills</u> <u>developed</u>	Cultural capital opportunities	Links to whole school curriculum
<u>Autumn 1</u> Working onl	ine an introduction to clou	<u>id technologies</u>				
A reminder of the school network and the importance of using folders to remain organised. The unit delves into the concepts of cloud computing. Students have the opportunity to explore the benefits of cloud computing and some of the implications it can bring.	In recent times the development of technology has made it more obvious the need for technology. Work life patterns have changed with a significant job roles now require people to work from home. Modern technologies have paid a great part in this. Brining people together, sharing and collaborating. With the development of technology comes responsibility and awareness of the laws/regulations that govern how we interact with technology. This unit explores not just cloud technology but the legislations that impact individual users and organisations.	Year 7 school network and e- safety	What makes up a computer system Network architecture in year 9	Using cloud storage to save and share files Sharing and collaborating using cloud applications	Working effectively in any modern team	An effective skill that can be applied across the curriculum.
Autumn 2 Chips and B	its: What makes up a comp	outer system				
This unit begins with a reminder of hardware and software and how the hardware supports the software in order for a computer system	It is important to know what makes up a computer system but also the ever changing threats to technology.	Working online	Network architecture Interface design	Research internet threats.	Sociological impact	Understanding principles of the data protection act.

to work effectively. This provides the foundation to explore the dangers associated with computer systems and how they can be prevented. Finally linking the computer systems to organisations and how they use technology to support people with different accessibility needs Spring 1 Web development of the systems to organisations and how they use technology to support people with different accessibility needs	Technology is not just social or gaming tool but is a vital tool in any organisation. The users of technology are diverse and so the technology should be adapted to support the different users.					
Understand the purpose of websites. Explore the common trends of websites. Learn the methods to create effective websites using HTML/CSS Review websites Story boarding Resource gathering Resource editing — Photoshop, correct files for internet	Websites offer many purposes. Many organisations benefit from websites for advertising, communication and information sharing. Therefore, making it vital to understand not just the vast purpose of websites but also the design principles of websites and how they are created.	Effective multimedia presentation designs in year 7	Game design App design	Research Designing a wireframe HTML/CSS programming	To develop a website for an existing organisation.	Literacy Graphic design Logical thinking — mathematics
Spring 2 – Programming	g with Python					
First introduction to textual programming using Python 3.9	Describe what an algorithm is and how programs differ. Use the PRIMM method to understand and write programs. An introduction to	Year 7: Programming essentials, programming hardware	Year 9: Programming with Python	Analytical skills Resilience Precision Automaticity	Spreadsheet modelling for a given cause	Business Life skills Problem solving - mathematics

	input/output and variables					
Summer 1 Spreadsheet	development					
Data modelling	Students will learn the different data manipulation tools that can be used to change the way that data is presented. Learners will be introduced to a dashboard and understand how dashboards are used to make a summary of data that will allow organisations to make effective decisions.	Year 8 Spreadsheet Development	Year 9: Collecting, presenting and interpreting data	Key skills in spreadsheet development. Analytical skills Functions/formulae	Provide various real life contexts to the topic: Fast food restaurant	Science Mathematics
Summer 2 Game Deve	lopment					
Use scratch/Kodu to make your animations/games Computational thinking and algorithmic thinking Decomposition	A fun and engaging way to further develop the skills of computational thinking taught in year 7. This unit revisits the core skills in computational thinking and now reengaged in a game development unit.	Computational thinking programming	Programming and computational thinking in year 9	programming Decomposition Abstraction Terminology Syntax and commands needed in scratch or Kodu	YSD or Minecraft competition to create a game for a national competition	Logical reasoning – mathematics Graphic design

<u>Topics</u>	Why we teach this	<u>Links to</u> last topic	Links to future topics	Key skills developed	Cultural capital opportunities	Links to whole school curriculum
Autumn 1 – Cyber S	Security					
Recall on the school network. Reminder of the school network drives; where to save documents and where documents can be shared. Moving onto understanding networks and why they are needed.	Did you know the biggest network is the internet? A development of key knowledge built from year 7 to 8 on networks. This unit develops on the knowledge of networks. This time on the physical aspect of networks and the different forms of networks. Starting with what the students know that the school network is a LAN and the internet is a WAN.	The online word The school network	System architecture Networks system security	To distinguish the layout of different network types	A visit to the school's server room to see the actual hardware needed to run a LAN.	Literacy — understand the laws that govern networks.
	e hood - System Architecture	11.1	0.665.6	Car Lalada Iall		A A A A A A A A A A A A A A A A A A A
After spending 2 years exploring the hardware outside of the computer its now time to delve deep under the hood. Explore the components of the computer system to see how binary representation actually works.	It is vital to understand the critical components that make a computer system architecture. In year 7 and 8 it was important to distinguish between hardware the different types of hardware (input, output, storage). Now it is time to look inside the computer to understand how instructions from an input device is fetched, decoded and executed by the CPU. This is a deep dive into the components inside a computer system.	Links to Y7 Computer Systems and year 8 Bits and Bobs	GCSE Computer Science – System Architecture, Component 1 or BTEC ICT Modern technologies and cyber attacks in BTEC	Critical thinking skills Automaticity Understand processes		Mathematics

What is programming Decomposition Abstraction Terminology Understanding flowcharts and pseudo code	Progression from the previous 2 years of the concepts of computational thinking. This unit now explores further into pseudo code and the syntax of pseudo to breakdown a problem into logical steps using the pseudo code syntax.	Computational thinking from year 7 to year 8. Programming hardware Game development	Programming with Python Component 2 GCSE CS — computational thinking Component 3 BTEC DIT notations	Problem solving Analytical skills Using syntax correctly.	Real life programming problems to be solved using design concepts such as pseudo code	Logical reasoning – mathematics Literacy – understanding key words such as abstraction, decomposition when breaking down a problem
Spring 2: Comman	d line programming - Python					
Outputs -Inputs and Variable Storage -IF Statements Advancing Knowledge: -FOR Loops -WHILE Loops Problem Solving (Abstraction and Decomposition) Tasks	Command line programming languages are industry standard and used by all major companies for their systems. For working with any app development one must understand key syntax and rules for programming.	Links to Y7, Y8: Programming	Component 2 GCSE CS computational thinking	Problem solving De- bugging Running commands on Python	Real life programming problems to be solved using Python.	Logical reasoning – mathematics Literacy – being able to recall syntax within Python to effectively run a Python program.
	ing, presenting and interpreting d					
Identifying reliable sources of data and making conclusions based on the data that has been manipulated to make information that is meaningful.	In order to make decisions, organisations collect vast amounts of data from a range of different sources. They need to use appropriate data-collection methods and ensure that the data is of sufficient quality to enable decision making. Data must then be converted into information to allow it to become useful. Even when data has been converted into information, it will not provide	Y7/8 Spreadsheets/ data modelling, Y8/9 programming concepts	BTEC DIT Component 2	Analytical skills Using advanced functions and formulae in Spreadsheets.	Interpret data based on real life scenarios. Fitness Gyn Analytics, Travel Agent Analytics.	Mathematics English Science

	any conclusions on its own. It is					
	up to the data user to be able					
	to look at the information and					
	draw conclusions, so how the					
	information is presented is key					
	to ensuring that effective and					
	accurate decisions are made.					
Summer 2- user in	<u>terface design</u>					
Interfaces are every changing and the purpose of interfaces must be understood before designing/creating the most suitable interface. This unit explores the range of interfaces and the emerging technologies that impact interface designs. Design principles of interfaces are understood before the next stage of design and creation of an interface.	Web development Multimedia presentation design	Y7: Creating effective presentations, Y8: Website design, Y9: Python programming	Systems software in GCSE CS Interface design BTEC L2	Analytical skills Research Report writing Creative thinking	Explore interface designs in various locations such as menu interface at Mc Donalds compared with GUI and CMD designs on computers	Art Graphic Design English — creative language

BTEC IT QUALIFICATION SUITE

Year 10: [BTEC DI	T]
-------------------	----

<u>Topics</u>	Why we	Links to	Links to future	Key skills	Cultural capital	Links to whole
	teach this	last topic	topics	developed	<u>opportunities</u>	school curriculum
Autumn 1 Com	ponent 1 – interface design		<u>-</u>	·		
Learners will develop their understanding of what makes an effective user interface and how to effectively manage a project. They will use this understanding to plan, design and create a user interface.	As digital technologies and organisations continue to evolve, each new development offers new and exciting ways of completing tasks and interacting with our hardware devices. Each new development opens up a new project with a new set of user requirements that needs to be solved. In this component, you will learn different project planning techniques that can be used to both plan and deliver a project that meets a set of user requirements. User interfaces allow individuals and individuals in organisations to interact with digital technologies. The design of the user interface is crucial in ensuring that users are able to interact positively with their hardware devices. In this component, you will learn the different design principles that	Multimedia presentation design App development Game development	Social media and business L3 Web development L3	Interface design Interface development	Explore interface design in a variety of different locations. To create an interface for a local organisation.	Computer Science – system software Graphic design
	can be used to design effective user interfaces and apply appropriate project planning					
	techniques to create a user interface that meets user					
	requirements. This component					

Autumn 2 [Com	will build on Key Stage 3 where you have learned about computer systems and software applications. You will learn how effective design and planning has a major impact on the user experience. This component will help you to progress to further vocational or academic qualifications. It will also enable you to develop transferable project planning skills that can be used across all areas of study and employment.					
Learners will develop their understanding of what makes an effective user interface and how to effectively manage a project. They will use this understanding to plan, design and create a user interface.	As digital technologies and organisations continue to evolve, each new development offers new and exciting ways of completing tasks and interacting with our hardware devices. Each new development opens up a new project with a new set of user requirements that needs to be solved. In this component, you will learn different project planning techniques that can be used to both plan and deliver a project that meets a set of user requirements. User interfaces allow individuals and individuals in organisations to interact with digital technologies. The design of the user interface is crucial in ensuring that users are able to interact positively with their hardware devices. In this component, you will learn the	Multimedia presentation design App development Game development	Social media and business L3 Web development L3	Interface design Interface development	Explore interface design in a variety of different locations. To create an interface for a local organisation.	Computer Science – system software Graphic design

	different design principles that					
	can be used to design effective					
	user interfaces and apply					
	appropriate project planning					
	techniques to create a user					
	interface that meets user					
	requirements. This component					
	will build on Key Stage 3 where					
	you have learned about computer					
	systems and software					
	applications. You will learn how					
	effective design and planning has					
	a major impact on the user					
	experience. This component will					
	help you to progress to further					
	vocational or academic					
	qualifications. It will also enable					
	you to develop transferable					
	project planning skills that can be					
	used across all areas of study and					
	employment.					
Spring 1 compor	nent 2 collecting and presenting do	ata				
Learners will	In order to make decisions,	Computational	Component 3 -	Analytical skills	To analyse data for	Computer science
understand the	organisations collect vast	thinking	data notations	Problem solving	a real scenario –	Mathematics
characteristics	amounts of data from a range of	Spreadsheet	Computational	Formatting	football scores,	Life skills
of data and	different sources. They need to	design	thinking – GCSE	spreadsheets	holiday and	Business
information and	use appropriate data-collection		CS	Formulae	transport data	Data manipulation in
how they help	methods to ensure that the data			Pivot tables		science
organisations in	is of sufficient quality to enable			Macros		
decision	decision making. Data must then			Charts		
making. They	be converted into information to					
will use data	allow it to become useful. In this					
manipulation	component, you will learn the					
methods to	different data manipulation tools					
create a	that can be used to change the					
dashboard to	way that data is presented. You					
present and	will provide clear summaries of					
draw	the data and present them in a					

	T	 T	T	T	Ţ
conclusions	dashboard that will allow				
from	organisations to make effective				
information.	decisions. Even when data has				
	been converted into information,				
	it will not provide any conclusions				
	on its own. It is up to the data				
	user to be able to look at the				
	information and draw				
	conclusions, so how the				
	information is presented is key to				
	ensuring that effective and				
	accurate decisions are made. In				
	this component, you will learn				
	the different presentation				
	features that can be used to				
	ensure that information is				
	understood clearly in an objective				
	way so that it is not				
	misinterpreted. This component				
	will build on Key Stage 3, where				
	you have learned about how to				
	create programs. This component				
	will help to develop your				
	understanding of how to				
	represent information in different				
	ways to give it more meaning.				
	The component will help you to				
	progress to further vocational or				
	academic qualifications. It will				
	enable you to develop				
	transferable data manipulation				
	tools that you can use to make				
	effective decisions in all areas of				
	study and employment. It will				
	also help you to focus on your				
	chosen specialism in more detail,				
	for example managing big data,				
	business analytics.				

Spring 2 compor	nent 2 collecting and presenting do	ıta				
Learners will	In order to make decisions,	Computational	Component 3 -	_Analytical skills	To analyse data for	Computer science
understand the	organisations collect vast	thinking	data notations	Problem solving	a real scenario –	Mathematics
characteristics	amounts of data from a range of	Spreadsheet	Computational	Formatting	football scores,	Life skills
of data and	different sources. They need to	design	thinking - GCSE	spreadsheets	holiday and	Business
information and	use appropriate data-collection		CS	Formulae	transport data	Data manipulation in
how they help	methods to ensure that the data			Pivot tables		science
organisations in	is of sufficient quality to enable			Macros		
decision	decision making. Data must then			Charts		
making. They	be converted into information to					
will use data	allow it to become useful. In this					
manipulation	component, you will learn the					
methods to	different data manipulation tools					
create a	that can be used to change the					
dashboard to	way that data is presented. You					
present and	will provide clear summaries of					
draw	the data and present them in a					
conclusions	dashboard that will allow					
	organisations to make effective					
	decisions. Even when data has					
	been converted into information,					
	it will not provide any conclusions					
	on its own. It is up to the data					
	user to be able to look at the					
	information and draw					
	conclusions, so how the					
	information is presented is key to					
	ensuring that effective and					
	accurate decisions are made. In					
	this component, you will learn					
	the different presentation					
	features that can be used to					
	ensure that information is					
	understood clearly in an objective					
	way so that it is not					
	misinterpreted. This component					
	will build on Key Stage 3, where					
	you have learned about how to					

	greate programs. This commences					
	create programs. This component					
	will help to develop your					
	understanding of how to					
	represent information in different					
	ways to give it more meaning.					
	The component will help you to					
	progress to further vocational or					
	academic qualifications. It will					
	enable you to develop					
	transferable data manipulation					
	tools that you can use to make					
	effective decisions in all areas of					
	study and employment. It will					
	also help you to focus on your					
	chosen specialism in more detail,					
	for example managing big data,					
	business analytics.					
Summer 1 Comp	oonent 3 Effective Digital Working Pr	actices	•			
Lagrageswill	Madawa avanications ava	C	Cla a .r. a a	Natari ana	Share collaborative	C
Learners will	Modern organisations are	Computational	Cyber security L3	Notations		Computer Science –
explore how	increasingly reliant on the use of	thinking	System software	Cloud computing	resources similar to a	networking and
organisations	digital systems to complete every	Spreadsheet	GCSE	Tethering and hot	modern	security
use digital	day, business-critical tasks. The	design	Networking GCSE	spotting	organisations —	Life skills
systems and the	development of these systems		CS	Research and	understand the	Data manipulation in
wider	has presented organisations with			creating reports	impact on a business.	science
implications	many opportunities to work in			Exam techniques	Cyber-attacks –	
associated with	new, inventive and flexible ways				case studies	
their use.	to achieve their aims. The				understanding the	
	systems have also brought new				impact of the cyber	
	challenges and a range of				attacks	
	responsibilities. This component					
	will give you an opportunity to					
	explore how the developments in					
	technology over recent years					
	have enabled modern					
	organisations to communicate					
	and collaborate more effectively					
	than ever before. The component					
	is designed to allow you to					
L		l .	1	I	L	

explore the digital systems			
available to organisations and			
how their features have an			
impact on the way organisations			
operate. You will explore how			
developments in technology have			
led to more inclusive and flexible			
working environments, and how			
regulation and ethical and			
security concerns influence the			
way in which organisations			
operate. You will analyse			
information in a range of			
vocational contexts so that you			
develop a greater understanding			
of the use of digital systems by			
organisations and so that you are			
able to make reasoned			
judgements on the systems. This			
component builds on Key Stage 3			
where you will have learned how			
to use technology responsibly. In			
this component, you will learn			
about how organisations can use			
technology safely and about the			
cyber security issues when			
working in a digital organisation.			
The knowledge and skills you			
develop in this unit will give you a			
basis for further study in a range			
of subject areas, including			
computing, IT, engineering,			
creative and scientific, or you			
may go on to an apprenticeship			
or entry-level employment where			
your understanding of technology			
will be relevant.			

Learners will	Modern organisations are	Online world	Cyber security L3	Notations	Share collaborative	Computer Science –
explore how	increasingly reliant on the use of	Modern	System software	Cloud computing	resources similar to a	networking and
organisations	digital systems to complete every	technologies	GCSE	Tethering and hot	modern	security
use digital	day, business-critical tasks. The		Networking GCSE	spotting	organisations —	Life skills
systems and the	development of these systems		CS	Research and	understand the	
wider	has presented organisations with			creating reports	impact on a business.	
implications	many opportunities to work in			Exam techniques	Cyber-attacks –	
associated with	new, inventive and flexible ways				case studies	
their use.	to achieve their aims. The				understanding the	
	systems have also brought new				impact of the cyber	
	challenges and a range of				attacks	
	responsibilities. This component					
	will give you an opportunity to					
	explore how the developments in					
	technology over recent years					
	have enabled modern					
	organisations to communicate					
	and collaborate more effectively					
	than ever before. The component					
	is designed to allow you to					
	explore the digital systems					
	available to organisations and					
	how their features have an					
	impact on the way organisations					
	operate. You will explore how					
	developments in technology have					
	led to more inclusive and flexible					
	working environments, and how					
	regulation and ethical and					
	security concerns influence the					
	way in which organisations					
	operate. You will analyse					
	information in a range of					
	vocational contexts so that you					
	develop a greater understanding					
	of the use of digital systems by					
	organisations and so that you are					
	able to make reasoned					

	I -		1
judgements on the systems. This			
component builds on Key Stage 3			
where you will have learned how			
to use technology responsibly. In			
this component, you will learn			
about how organisations can use			
technology safely and about the			
cyber security issues when			
working in a digital organisation.			
The knowledge and skills you			
develop in this unit will give you a			
basis for further study in a range			
of subject areas, including			
computing, IT, engineering,			
creative and scientific, or you			
may go on to an apprenticeship			
or entry-level employment where			
your understanding of technology			
will be relevant.			

Year 11: BTEC	DIT					
<u> </u>						
[Brief summary c	of the overall focus here – no more	than one line]				
<u>Topics</u>	Why we	<u>Links to</u>	Links to future	Key skills	Cultural capital	Links to whole school
	<u>teach this</u>	<u>last topic</u>	<u>topics</u>	<u>developed</u>	<u>opportunities</u>	<u>curriculum</u>
Autumn 1 Comp	oonent 3 Effective Digital Working Pr	actices				
Learners will explore how organisations use digital systems and the wider implications associated with their use.	Modern organisations are increasingly reliant on the use of digital systems to complete every day, business-critical tasks. The development of these systems has presented organisations with many opportunities to work in new, inventive and flexible ways to achieve their aims. The systems have also brought new challenges and a range of responsibilities. This component will give you an opportunity to explore how the developments in technology over recent years have enabled modern organisations to communicate and collaborate more effectively than ever before. The component is designed to allow you to explore the digital systems available to organisations and how their features have an impact on the way organisations operate. You will explore how developments in technology have	Online world Modern technologies	Cyber security L3 System software GCSE Networking GCSE CS	Notations Cloud computing Tethering and hot spotting Research and creating reports Exam techniques	Share collaborative resources similar to a modern organisations — understand the impact on a business. Cyber-attacks — case studies understanding the impact of the cyber attacks	Computer Science — networking and security Life skills
	led to more inclusive and flexible working environments, and how regulation and ethical and					

security concerns influence the way in which organisations operate. You will analyse

			I	T	I	<u> </u>
	information in a range of					
	vocational contexts so that you					
	develop a greater understanding					
	of the use of digital systems by					
	organisations and so that you are					
	able to make reasoned					
	judgements on the systems. This					
	component builds on Key Stage 3					
	where you will have learned how					
	to use technology responsibly. In					
	this component, you will learn					
	about how organisations can use					
	technology safely and about the					
	cyber security issues when					
	working in a digital organisation.					
	The knowledge and skills you					
	develop in this unit will give you a					
	basis for further study in a range					
	of subject areas, including					
	computing, IT, engineering,					
	creative and scientific, or you					
	may go on to an apprenticeship					
	or entry-level employment where					
	your understanding of technology					
	will be relevant.					
Autumn 2 Comp	onent 3 Effective Digital Working Pr	actices				
			T	Т	Τ	
Learners will	Modern organisations are	Online world	Cyber security L3	Notations	Share	Computer Science –
explore how	increasingly reliant on the use of	Modern	System software	Cloud computing	collaborative	networking and
organisations	digital systems to complete every	technologies	GCSE	Tethering and hot	resources similar to	security
use digital	day, business-critical tasks. The		Networking GCSE	spotting	a modern	Life skills
systems and the	development of these systems		CS	Research and	organisations —	
wider	has presented organisations with			creating reports	understand the	
implications	many opportunities to work in			Exam techniques	impact on a	
associated with	new, inventive and flexible ways				business.	
their use.	to achieve their aims. The				Cyber-attacks –	
	systems have also brought new				case studies	
	challenges and a range of				understanding the	
	responsibilities. This component					

T	1.	
will give you an opportunity to	impact of the	
explore how the developments in	cyber attacks	
technology over recent years		
have enabled modern		
organisations to communicate		
and collaborate more effectively		
than ever before. The component		
is designed to allow you to		
explore the digital systems		
available to organisations and		
how their features have an		
impact on the way organisations		
operate. You will explore how		
developments in technology have		
led to more inclusive and flexible		
working environments, and how		
regulation and ethical and		
security concerns influence the		
way in which organisations		
operate. You will analyse		
information in a range of		
vocational contexts so that you		
develop a greater understanding		
of the use of digital systems by		
organisations and so that you are		
able to make reasoned		
judgements on the systems. This		
component builds on Key Stage 3		
where you will have learned how		
to use technology responsibly. In		
<u> </u>		
· · · · · · · · · · · · · · · · · · ·		
_		
= 1		
· · · · · · · · · · · · · · · · · · ·		
, ,		
, , , , , , , , , , , , , , , , , , , ,		
this component, you will learn about how organisations can use technology safely and about the cyber security issues when working in a digital organisation. The knowledge and skills you develop in this unit will give you a basis for further study in a range		

Spring 1 Compo	of subject areas, including computing, IT, engineering, creative and scientific, or you may go on to an apprenticeship or entry-level employment where your understanding of technology will be relevant. nent 3 Effective Digital Working Page 10.	ractices				
Learners will explore how organisations use digital systems and the wider implications associated with their use.	Online world Modern technologies	delices			Cyber security L3 System software GCSE Networking GCSE CS	Notat Cloud Tethe spotti Resec creati Exam
Spring 2 [Insert f	ocus of the term here — no more the Revision techniques	an one line]		1		
Summor 1 Ilosor	t focus of the term here – no more	than and line!				
<u>sommer i</u> [mser	Examination	man one mej				
Summer 2 [Inser	t focus of the term here – no more	than one line]			I	

Year 12: AAQ BTEC National in Information Technology

The AAQ in IT allows students to study the fundamental knowledge of Information Technology covering the role and implications of using Information Technology systems and cyber-security threats and how to manage attacks. Students will also develop important skills for creating websites to meet a specific purpose and to manage data through the development of a relational database solution.

development of	a relational database solution.					
<u>Topics</u>	Why we teach this	<u>Links</u> <u>to last</u> <u>topic</u>	Links to future topics	<u>Key skills</u> <u>developed</u>	Cultural capital opportunities	Links to whole school curriculum
<u>Autumn 1</u> []						
Explore the concepts and implications of the use of, and relationships among devices that form IT systems	Students should apply their knowledge and understanding of the features and uses of digital devices in IT systems to meet the needs of individuals and organisations		Website development	Analysis Research Identification of key technologies	Digital environment around them	English
Autumn 2 [Emer	ging technologies]					
Students should understand how emerging technologies can be used by individuals and organisations	The concepts and implications of how emerging technologies and artificial intelligence (AI) affect the performance of IT systems. Implications of emerging technologies and AI on the personal use of IT systems.	Exploring devices that form IT systems	Website development and Legal and ethical impact of technology	Analytical skills	AI in education and in the home environment	

	Implications of emerging technologies and AI on the use of IT systems in organisations.					
Spring 1 [Transm	nitting data]		L	I		
The essential content topics require understanding of the concepts, processes and implications of transmitting data within and between IT systems.	Students should know the concepts and implications for individuals and organisations of connecting devices to and from a network.	Emerging technologies	Database development	Clear illustrations, analysis with implications	Networks all around us. Explore the technologies in the school used to create networks.	Maths
Spring 2 [Issues r	relating to transmission of data]					
Protocols and security of data	Students should know and understand how the features and processes of data transmission affect the use and performance of IT systems	Transmitting data			Explore real life case studies of network security mishaps and the wider implication on organisations and stakeholders	Citizenship

The essential content topics require understanding of the implications for individuals and organisations of using online IT systems	Students should know and understand the features, impact and implications of the use of online IT systems to store data and perform tasks	Emerging technologies and transmission data	Website and database development	Listening Communication Problem solving	Access to the school's cloud computing platform and how it is used to run a school.	
The essential content topics require understanding of the issues and implications of storing and transmitting information in digital form.	Students should know and understand the types of accidental and malicious threats to the security and integration of data, held in and used by IT systems.	Transmitting data	Website development	Analysis and problem solving	Further investigation on case studies and the impact poor network security can have on an organisation and the wider community.	Citizenship

Year 12: BTEC IT L3 Extended Certificate/ Diploma

<u>Topics</u>	Why we teach this	<u>Links to</u> <u>last topic</u>	Links to future topics	Key skills developed	Cultural capital opportunities	Links to whole school curriculum
Autumn 1 Unit 2	2 Creating Systems to manage info		<u>iopics</u>	<u>aevelopea</u>	<u>opportunities</u>	school corriculum
	In order to produce information	Spreadsheet	Programming	Normalisation	Databases are	Literacy
Learners study	to support many business	development		Logical and problem	found in so many	Life skills
the design,	processes as well as our social	Programming		solving skills	areas – Google	Business
creation, testing	lives, relational databases are	techniques			backend is	Computer Science
and evaluation	widely used to manage and	SQL in GCSE CS			supported by a	Mathematics
of a relational	process data. From the smallest				database, gallery	
database	in-house systems to stock control				on your phone, to	
system to	systems for large online retailers,				the traditional paper	
manage	databases are repositories of				based phone book.	
information	information that are a significant				This units lends it self	
	part of organisational operating				to so many every	
	requirements. You will examine				day examples of	
	the structure of data and its				databases.	
	origins, and how an efficient data					
	design follows through to an					
	effective and useful database.					
	You will examine a given scenario					
	and develop an effective design					
	solution to produce a database					
	system. You will then test your					
	solution to ensure that it works					
	correctly. Finally, you will					
	evaluate each stage of the					
	development process and the					
	effectiveness of your database					
	solution. To complete the					
	assessment tasks within this unit,					
	you will need to draw on your					
	learning from across your					
	programme. The skills you gain in					

	this unit support progression to					
	IT-related higher education					
	courses and to employment in a					
	role that requires computing-					
	related expertise					
Autumn 2 Unit 2	2 Creating Systems to manage info	rmation		I		
	In order to produce information	Spreadsheet	Programming	Normalisation	Databases are	Literacy
Learners study	to support many business	development		Logical and problem	found in so many	Life skills
the design,	processes as well as our social	Programming		solving skills	areas – Google	Business
creation, testing	lives, relational databases are	techniques			backend is	Computer Science
and evaluation	widely used to manage and	SQL in GCSE CS			supported by a	Mathematics
of a relational	process data. From the smallest	Component 3			database, gallery	
database	in-house systems to stock control	Data manipulation			on your phone, to	
system to	systems for large online retailers,				the traditional paper	
manage	databases are repositories of				based phone book.	
information	information that are a significant				This units lends it self	
	part of organisational operating				to so many every	
	requirements. You will examine				day examples of	
	the structure of data and its				databases.	
	origins, and how an efficient data					
	design follows through to an					
	effective and useful database.					
	You will examine a given scenario					
	and develop an effective design					
	solution to produce a database					
	system. You will then test your					
	solution to ensure that it works					
	correctly. Finally, you will					
	evaluate each stage of the					
	development process and the					
	effectiveness of your database					
	solution. To complete the					
	assessment tasks within this unit,					
	you will need to draw on your					
	learning from across your					
	programme. The skills you gain in					
	this unit support progression to					
	IT-related higher education					

	Social media websites are a	Component 1 User	Web	Purpose of social	A unit of work that	Literacy
_earners	popular way for people to	interface design	development L3	media posts	relates well to the	Business
explore how	communicate and share	App development		How to create social	school social media	
ousinesses use	information with friends and	Website		media posts to	policy and drive to	
social media to	family. People spend a lot of time	development		increase followers	engage followers to	
promote their	on social media websites and			Analyse social	our social media in a	
products and	they give businesses			media posts	positive way.	
services.	opportunities to interact with			Manipulate social		
Learners also	people, for example to promote			media data to give		
implement	their business, to encourage			meaningful		
social media	people to visit their e-commerce			information		
activities in a	site and buy, to provide customer					
business to	service. You may be familiar with					
meet	social media for personal use and					
requirements	in this unit you will discover how					
	it can be used in a business					
	context. You will explore different					
	social media websites, the ways					
	in which they can be used and					
	the potential pitfalls when using					
	them for business purposes. You					
	will develop a plan to use social					
	media strategies for business					
	purposes to achieve specific aims					
	and objectives. You will then					
	implement the plan, developing					
	and posting content and					
	interacting with others. Finally,					
	you will collect data on the					
	business use of social media and					
	review the effectiveness of your					
	efforts. Understanding how to					
	use social media for business					
	purposes is useful for					
	employment in information					
	technology and in a variety of					
	business sectors. Also, social					

				1	1	T
	media skills are closely linked					
	with web and mobile applications					
	development. This unit gives you					
	a starting point for progression to					
	roles such as social media					
	specialist, content developer and					
	web developer					
Spring 2 social r	nedia in business					
	Social media websites are a	Component 1 User	Web	Purpose of social	A unit of work that	Interpreting data
Learners	popular way for people to	interface design	development L3	media posts	relates well to the	Creating
explore how	communicate and share	App development	·	How to create social	school social media	appropriate social
businesses use	information with friends and	Website		media posts to	policy and drive to	media posts
social media to	family. People spend a lot of time	development		increase followers	engage followers to	
promote their	on social media websites and			Analyse social	our social media in a	
products and	they give businesses			media posts	positive way.	
services.	opportunities to interact with			Manipulate social		
Learners also	people, for example to promote			media data to give		
implement	their business, to encourage			meaningful		
social media	people to visit their e-commerce			information		
activities in a	site and buy, to provide customer					
business to	service. You may be familiar with					
meet	social media for personal use and					
requirements	in this unit you will discover how					
·	it can be used in a business					
	context. You will explore different					
	social media websites, the ways					
	in which they can be used and					
	the potential pitfalls when using					
	them for business purposes. You					
	will develop a plan to use social					
	media strategies for business					
	purposes to achieve specific aims					
	and objectives. You will then					
	implement the plan, developing					
	and posting content and					
	interacting with others. Finally,					
	you will collect data on the					
	business use of social media and					

Summer 1 unit 1	review the effectiveness of your efforts. Understanding how to use social media for business purposes is useful for employment in information technology and in a variety of business sectors. Also, social media skills are closely linked with web and mobile applications development. This unit gives you a starting point for progression to roles such as social media specialist, content developer and web developer information technology systems					
Learners study the role of computer systems and the implications of their use in personal and professional situations	Information technology (IT) systems have a significant role in the world around us and play a part in almost everything we do. Having a sound understanding of how to effectively select and use appropriate IT systems will benefit you personally and professionally. You will explore the relationships between the hardware and software that form an IT system, and the way that systems work individually and together, as well as the relationship between the user and the system. You will examine issues related to the use of IT systems and the impact that they have on organisations and individuals. To complete the assessment task within this unit, you will need to draw on your learning from across your	Creating systems to manage information Social media in business	Web development Cyber security	Exam techniques Synoptic units covers all units across the BTEC L3 course	This unit encompasses aspects covered in the course. It covers IT cyber security, transmission types, VPN, how organisations use IT and its impact on users. Students are provided a range of case studies related to the topic.	Literacy Life skills Business Computer Science Mathematics

Summer 2 unit 1	programme. This unit will give you a fundamental and synoptic understanding of all areas of IT, supporting your progression to an IT-related higher education course. Information technology systems					
Learners study the role of computer systems and the implications of their use in personal and professional situations	Information technology (IT) systems have a significant role in the world around us and play a part in almost everything we do. Having a sound understanding of how to effectively select and use appropriate IT systems will benefit you personally and professionally. You will explore the relationships between the hardware and software that form an IT system, and the way that systems work individually and together, as well as the relationship between the user and the system. You will examine issues related to the use of IT systems and the impact that they have on organisations and individuals. To complete the assessment task within this unit, you will need to draw on your learning from across your programme. This unit will give you a fundamental and synoptic understanding of all areas of IT, supporting your progression to an IT-related higher education course.	Creating systems to manage information Social media in business	Web development Cyber security	Exam techniques Synoptic units covers all units across the BTEC L3 course	This unit encompasses aspects covered in the course. It covers IT cyber security, transmission types, VPN, how organisations use IT and its impact on users. Students are provided a range of case studies related to the topic.	Literacy Life skills Business Computer Science Mathematics

Year 13: unit 1 information technology systems

[Brief summary of the overall focus here – no more than one line]

<u>Topics</u>	Why we	<u>Links to</u>	<u>Links to future</u>	<u>Key skills</u>	<u>Cultural capital</u>	Links to whole
	<u>teach this</u>	<u>last topic</u>	<u>topics</u>	<u>developed</u>	<u>opportunities</u>	school curriculum
Autumn 1 unit 1	information technology systems					
Learners study	Information technology (IT)	Creating systems	Web	Exam techniques	This unit	Literacy
the role of	systems have a significant role in	to manage	development	Synoptic units covers	encompasses aspects	Life skills
computer	the world around us and play a	information	Cyber security	all units across the	covered in the	Business
systems and the	part in almost everything we do.	Social media in		BTEC L3 course	course. It covers IT	Computer Science
mplications of	Having a sound understanding of	business			cyber security,	Mathematics
heir use in	how to effectively select and use				transmission types,	
personal and	appropriate IT systems will				VPN, how	
orofessional	benefit you personally and				organisations use IT	
situations	professionally. You will explore				and its impact on	
	the relationships between the				users.	
	hardware and software that form				Students are	
	an IT system, and the way that				provided a range of	
	systems work individually and				case studies related	
	together, as well as the				to the topic.	
	relationship between the user					
	and the system. You will examine					
	issues related to the use of IT					
	systems and the impact that they					
	have on organisations and					
	individuals. To complete the					
	assessment task within this unit,					
	you will need to draw on your					
	learning from across your					
	programme. This unit will give					
	you a fundamental and synoptic					
	understanding of all areas of IT,					
	supporting your progression to an					
	IT-related higher education					
	course.					

Learners study	Information technology (IT)	Creating systems	Web	Exam techniques	This unit	Literacy
the role of	systems have a significant role in	to manage	development	Synoptic units covers	encompasses aspects	Life skills
computer	the world around us and play a	information	Cyber security	all units across the	covered in the	Business
systems and the	part in almost everything we do.	Social media in	Cyber seconly	BTEC L3 course	course. It covers IT	Computer Science
•	, ,	business		DIEC 13 COOLSC	cyber security,	Mathematics
implications of	Having a sound understanding of	Dosiness			transmission types,	Manicinalics
their use in	how to effectively select and use				VPN, how	
personal and	appropriate IT systems will				organisations use IT	
professional	benefit you personally and				and its impact on	
situations	professionally. You will explore				users.	
	the relationships between the				Students are	
	hardware and software that form				provided a range of	
I	an IT system, and the way that				case studies related	
	systems work individually and				to the topic.	
	together, as well as the				To file Topic.	
	relationship between the user					
	and the system. You will examine					
	issues related to the use of IT					
	systems and the impact that they					
	have on organisations and					
	individuals. To complete the					
	assessment task within this unit,					
	you will need to draw on your					
	learning from across your					
	programme. This unit will give					
	you a fundamental and synoptic					
	understanding of all areas of IT,					
	supporting your progression to an					
	IT-related higher education					
	course.					
Spring 1 Unit 6	Website Development					
Learners	Increasingly, organisations rely on	Information	Preparation for	HTML	Students will create	Art
investigate	websites to serve customers and,	technology	future	CSS	a website for a local	Business
website	in some cases, to generate	systems	apprenticeships in	JavaScript	organisation that	Graphic design
development	revenue. With millions of web	Database systems	IT, higher or	Wireframe designs	requires a website.	Computer Science
principles. They	pages being created daily, the	Website	further education	Flowcharts	The website will be	•
will design and	need for websites to be engaging,	development		Evaluating – critique	officially used by	
develop a	innovative and desirable is	(KS3)		of designs and	the local charitable	
website using	important. As a website	,,		website	organisation	
wensite usitig	important. As a website				- 9	

scripting	developer, you must use	App development		
inguages.	sophisticated techniques to	(KS3)		
	capture user interest and to	Interface design		
	ensure that customers are	(KS4)		
	served. The scripting involved in	Programming		
	the development of websites has			
	become crucial: website			
	developers need to understand			
	and acquire the necessary skills to			
	find solutions to a variety of			
	scenarios and problems. In this			
	unit, you will review existing			
	websites – commenting on their			
	overall design and effectiveness.			
	You will use scripting languages			
	such as Hypertext Markup			
	Language (HTML), Cascading Style			
	Sheets (CSS) and JavaScript® and			
	a simple text editor, or rapid			
	application development tools.			
	Finally, you will reflect on the			
	website design and functionality			
	using a testing and review			
	process. Many software			
	developers, database experts and			
	systems managers need web-			
	client development skills as an			
	integral part of their overall			
	portfolio of expertise. This unit			
	will prepare you for employment			
	as a website developer or as a			
	website development			
	apprenticeship. The unit will			
	benefit you if you want to go on			
	to higher education to develop			
	your studies			

Spring 2 Unit 6 Website Development

Г.	T		Τ	T	Ta	Ι.
Learners	Increasingly, organisations rely on	Information	Preparation for	HTML	Students will create	Art
investigate	websites to serve customers and,	technology	future	CSS	a website for a local	Business
website	in some cases, to generate	systems	apprenticeships in	JavaScript	organisation that	Graphic design
development	revenue. With millions of web	Database systems	IT, higher or	Wireframe designs	requires a website.	Computer Science
principles. They	pages being created daily, the	Website	further education	Flowcharts	The website will be	
will design and	need for websites to be engaging,	development		Evaluating – critique	officially used by	
develop a	innovative and desirable is	(KS3)		of designs and	the local charitable	
website using	important. As a website	App development		website	organisation	
scripting	developer, you must use	(KS3)				
languages.	sophisticated techniques to	Interface design				
	capture user interest and to	(KS4)				
	ensure that customers are	Programming				
	served. The scripting involved in					
	the development of websites has					
	become crucial: website					
	developers need to understand					
	and acquire the necessary skills to					
	find solutions to a variety of					
	scenarios and problems. In this					
	unit, you will review existing					
	websites – commenting on their					
	overall design and effectiveness.					
	You will use scripting languages					
	such as Hypertext Markup					
	Language (HTML), Cascading Style					
	Sheets (CSS) and JavaScript® and					
	a simple text editor, or rapid					
	application development tools.					
	Finally, you will reflect on the					
	website design and functionality					
	using a testing and review					
	process. Many software					
	developers, database experts and					
	systems managers need web-					
	client development skills as an					
	integral part of their overall					
	portfolio of expertise. This unit					
	will prepare you for employment					

	1 1 1						
	as a website developer or as a						
	website development						
	apprenticeship. The unit will						
	benefit you if you want to go on						
	to higher education to develop						
	your studie						
Summer 1 [Inse	ert focus of the term here – no more	than one line]					
	Resit exa	m revision and comp	olete any outstandin	g internal assessments			
		rottoron unu tomp	noic any constantant,	g milomai accoccinomo			
			nois any constant	g c			
			olo uny coloranam	goa. uoooooo			
				3			
Summer 2 [Inse	ert focus of the term here – no more			3			
Summer 2 [Inse							
Summer 2 [Inse				3			
Summer 2 [Inse				3			

Computer Science qualification GCSE and A-Level

Vorm 10: CCCC Communication	tor Colones						
Year 10: GCSE Compu	rer Science						
[Brief summary of the overall focus here — no more than one line]							
<u>Topics</u>	Why we	Links to	Links to future	Key skills developed	Cultural capital	Links to whole	
	<u>teach this</u>	<u>last topic</u>	<u>topics</u>		<u>opportunities</u>	school curriculum	
Autumn 1 systems architect	ture / Memory and storag	ge					
1.1 Systems architecture 1.2 Memory and storage 1.3 Computer networks, connections and protocols 1.4 Network security 1.5 Systems software 1.6 Ethical, legal, cultural and environmental impacts of digital technology Memory/storage The need for primary storage "The difference between RAM and ROM " The purpose of ROM in a computer system "The purpose of RAM in a computer system "Virtual memory Autumn 2 1.2.3 Units – data	The fundamentals of hardware components and how they communicate with one another. This is now getting into the depth of hardware components such as the vital CPU and who was Von-Neumann and what was his link to the modern computer. Memory/storage The need for primary storage "The difference between RAM and ROM "The purpose of ROM in a computer system "The purpose of RAM in a computer system "Virtual memory	What is inside a computer? Understanding computers	Structure and function of a processor (A-Level)	Research Understanding processes of a CPU Analyse and evaluate	The link to Von- Neuman and his impact on the modern day computer system Further reading on the subject area.	Design Technology Mathematics	
Adidini Z 1.2.3 Offics - uaco		T	Т	T =	T	T	
	Why data must be	What is inside a	Components of a	Problem solving		Mathematics	
The units of data storage:	stored in binary	computer?	computer and	Analytical skills		Data conversion –	
Bit Nibble (4 bits) o Byte (8	format	Understanding	their uses	Mathematical		physics	
bits) o Kilobyte (1,000		computers	Exchanging data	conversion of base			
bytes or 1 KB) o Megabyte				numbers			

(1 000 KB) C:b:+- (1 000	./ Camilianitaith					1
(1,000 KB) Gigabyte (1,000	✓ Familiarity with					
MB) Terabyte (1,000 GB)	data units and moving					
Petabyte (1,000 TB) " How	between each					
data needs to be converted	✓ Calculate capacity					
into a binary format to be	of devices					
processed by a computer "	✓ Calculate required					
Data capacity and	capacity for a given set					
calculation of data capacity	of files					
requirements	✓ Calculate file sizes					
	of sound, images and					
	text files					
	sound file size =					
	sample rate x duration					
	(s) x bit depth					
	■ image file size =					
	colour depth x image					
	height (px) x image					
	width (px)					
	■ text file size = bits					
	per character x					
	number of characters					
	Alternatives					
	• Use of 1,024 for					
	conversions and					
	calculations would b					
6 : 16 :	calculations would b					
<u>Spring 1</u> Compression						
The need for compression	Common scenarios	Network	Components of a	Analytical skills	To analyse data for	Computer science
☐ Types of compression:	where compression	architecture and	computer and	Problem solving	a real scenario –	Mathematics
o Lossy	may be needed	ethics	their uses	Formatting	football scores,	Life skills
o Lossless	✓ Advantages and	How does a	Exchanging data	spreadsheets	holiday and	Business
	disadvantages of each	computer work?	_	Formulae	transport data	Data manipulation in
	type of compression			Pivot tables		science
	✓ Effects on the file			Macros		
	for each type of			Charts		
	compression					
	Not required					
	Not required		l		l	

	Ability to carry out					
	specific compression					
	algorithms					
Spring 2 1.3.1 Networks an	d topologies					
Types of network:	The characteristics of	How do I become	Software and	_Analytical skills	To analyse data for	Computer science
o LAN (Local Area	LANs and WANs	an effective IT	software	Problem solving	a real scenario –	Mathematics
Network)	including common	user?	development	Formatting	football scores,	Data manipulation in
o WAN (Wide Area	examples of each	Working online		spreadsheets	holiday and	science
Network)	✓ Understanding of	Network		Formulae	transport data	
☐ Factors that affect the	different factors that	architecture		Pivot tables		
performance of networks	can affect the	Modern		Macros		
☐ The different roles of	performance	technologies		Charts		
computers in a client-	of a network, e.g.:					
server and a peer-topeer	Number of devices					
network	connected					
☐ The hardware needed	Bandwidth					
to connect stand-alone	✓ The tasks					
computers into a	performed by each					
Local Area Network:	piece of hardware					
 Wireless access points 	✓ The concept of					
o Routers	the Internet as a					
Switches	network of computer					
 NIC (Network Interface 	networks					
Controller/Card)	✓ A DNS's role in					
o Transmission media	the conversion of a					
☐ The Internet as a	URL to an IP address					
worldwide collection of	✓ Concept of					
computer networks:	servers providing					
o DNS (Domain Name	services (e.g. Web					
Server)	server " Web					
o Hosting	pages, File server " file					
o The Cloud	storage/retrieval)					
 Web servers and clients 	✓ Concept of clients					
☐ Star and Mesh	requesting/using					
network topologies	services from a server					
	✓ The Cloud:					
	remote service					

Summer 1 1.4 – Network	provision (e.g. storage, software, processing) ✓ Advantages and disadvantages of the Cloud ✓ Advantages and disadvantages of the Star and Mesh topologies ✓ Apply understanding of networks to a given scenario					
Forms of attack: Malware Social engineering, e.g. phishing, people as the 'weak point' Brute-force attacks Denial of service attacks Data interception and theft The concept of SQL injection Common prevention methods: Penetration testing Anti-malware software Firewalls User access levels Passwords Encryption Physical security	Threats posed to devices/systems ✓ Knowledge/principles of each form of attack including: ■ How the attack is used ■ The purpose of the attack Understanding of how to limit the threats posed in 1.4.1 ✓ Understanding of methods to remove vulnerabilities ✓ Knowledge/principles of each prevention method: ■ What each prevention method may limit/prevent	Computational thinking Spreadsheet design	Cyber security L3 System software GCSE Networking GCSE CS	Exam techniques Network diagrams and manipulating structures	Share collaborative resources similar to a modern organisations — understand the impact on a business. Cyber-attacks — case studies understanding the impact of the cyber attacks	BTEC IT

	■ How it limits the					
	attack					
Summer 2 1.5 – Systems s	oftware					
The purpose and functionality of operating systems: User interface Memory management and multitasking Peripheral management and drivers User management File management The purpose and functionality of utility software Utility system software: Encryption software Defragmentation Data compression	Technology introduces	What makes a computer system? Modern technologies	Software and software development	Research Report writing Understanding and interpreting processes	Explore different interfaces in the read world and their purposes	BTEC IT

commonly as off-th	9 -		
shelf)			
✓ Recommend a			
type of licence for a			
given scenario			
including			
benefits and			
drawbacks			

Voer 11. CCSE Commit	tor Science					
Year 11: GCSE Comput	rer Science					
[Duinf number out of the number	ull facus have — na maya	Abam and line 1				
[Brief summary of the overa	Why we	Links to	Links to future	Key skills developed	Cultural capital	Links to whole
<u>10pics</u>	teach this	last topic	topics	Key skills developed	opportunities	school curriculum
Autumn 1 Algorithms	<u>104411 11113</u>	1401 10 014	<u>10 p103</u>	<u> </u>	<u>opponennes</u>	3411341 4011140101111
Principles of computational	Produce simple	What is inside a	Data types, data	Logical reasoning	tasks are based on	Design Technology
thinking:	diagrams to show:	computer?	structures and	Problem solving	real life	Mathematics
Abstraction	The structure of a	Understanding	algorithms	1 Toblem solving	computational	Mainemanes
Decomposition	problem	computers	aigoritiiiis		problems	
Algorithmic thinking	Subsections and	How do computers			problems	
Identify the inputs,	their links to other	think?				
, , ,	subsections					
processes, and outputs for a problem	✓ Complete, write					
_ ·	or refine an algorithm					
☐ Structure diagrams	using the techniques					
☐ Create, interpret, correct, complete, and	listed					
refine algorithms using:	✓ Identify					
Pseudocode	syntax/logic errors in					
	code and suggest fixes					
o Flowcharts	✓ Create and use					
Reference	trace tables to follow					
language/high-level	an algorithm					
programming language	an aigorithin					
☐ Identify common						
errors						
☐ Trace tables						
Autumn 2 Searching and so	rting algorithms					
	Understand the main	What is inside a	Data types, data	Problem solving		Mathematics
Standard searching	steps of each	computer?	structures and	Analytical skills		Data conversion –
algorithms:	algorithm	Understanding	algorithms	Mathematical		physics
 Binary search 	✓ Understand any	computers		conversion of base		
 Linear search 	pre-requisites of an	How does a		numbers		
☐ Standard sorting	algorithm	computer think?				
algorithms:	✓ Apply the					
 Bubble sort 	algorithm to a data set					
 Merge sort 						
 Insertion sort 						

	✓ Identify an					
	algorithm if given the code for it					
Spring 1 Programming fu	<u> </u>					
The use of variables,	Practical use of the	Network	Elements of	Analytical skills	To construct a	Computer science
constants, operators,	data types in a high-	architecture and	computational	Problem solving	program for a given	Mathematics
inputs, outputs and	level language within	ethics	thinking	Logical reasoning	scenario that is	Life skills
assignments	the	How does a	Problem solving		based on a real life	Data manipulation in
☐ The use of the three	classroom	computer work?	and programming		computational	science
basic programming	✓ Ability to choose		Analysis of the		problem	
constructs used to	suitable data types for		problem			
control the flow of a	data in a given					
program:	scenario					
Sequence	✓ Understand that					
Selection	data types may be					
 Iteration (count- and 	temporarily changed					
condition-controlled loops)	through					
☐ The common	casting, and where					
arithmetic operators	this may be useful					
☐ The common Boolean	Practical use of the					
operators AND, OR and	additional					
NOT	programming					
Additional programming	techniques in a					
techniques	high-level language					
☐ The use of basic string	within the classroom					
manipulation	✓ Ability to					
☐ The use of basic file	manipulate strings,					
handling operations:	including:					
o Open	Concatenation					
o Read	Slicing					
o Write	✓ Arrays as fixed					
o Close	length static					
☐ The use of records to	structures					
store data	✓ The use of					
☐ The use of SQL to	functions					
search for data	✓ The use of					
	procedures					

☐ The use of arrays (or equivalent) when solving problems, including both one-dimensional and two-dimensional arrays ☐ How to use sub programs (functions and procedures) to produce structured code	 ✓ Where to use functions and procedures effectively ✓ SQL commands: ■ SELECT ■ FROM ■ WHERE 				
☐ Random number generation					
Spring 2 Boolean logic					
Simple logic diagrams using the operators AND, OR and NOT Truth tables Combining Boolean operators using AND, OR and NOT Applying logical operators in truth tables to solve problems	Knowledge of the truth tables for each logic gate ✓ Recognition of each gate symbol ✓ Understanding of how to create, complete or edit logic diagrams and truth tables for given scenarios ✓ Ability to work with more than one gate in a logic diagram	How do I become an effective IT user? Working online Network architecture Modern technologies	Analysis of the problem Algorithms	_Analytical skills Problem solving Formatting	Computer science Mathematics Data manipulation in science
Summer 1	T				
		Revis	sion and retrieval o	f content	
Summer 2 FINAL EXAMINA	ATIONS				

<u>Topics</u>	Why we teach this	<u>Links to</u> <u>last topic</u>	Links to future topics	Key skills developed	Cultural capital opportunities	Links to whole school curriculum		
Autumn 1 Components of a	computer and their uses							
The Arithmetic and Logic Unit; ALU, Control Unit and Registers (Program Counter; PC, Accumulator; ACC, Memory Address Register; MAR, Memory Data Register; MDR, Current Instruction Register; CIR). Buses: data, address and control: how this relates to assembly language programs. (b) The Fetch-Decode-Execute Cycle; including its effects on registers. (c) The factors affecting the performance of the CPU: clock speed, number of cores, cache. (d) The use of pipelining in a processor to improve efficiency. (e) Von Neumann, Harvard and contemporary processor architecture	This component will introduce learners to the internal workings of the Central Processing Unit (CPU), the exchange of data and will also look at software development, data types and legal and ethical issues. It is expected that learners will draw on this underpinning content when studying computational thinking, developing programming techniques and devising their own programming approach in the Programming project component (03 or 04). Learners will be expected to apply the criteria below in different contexts	Systems architecture	Further or higher education in IT or Computer science	Logical reasoning Problem solving Understanding and interpreting processes	Von Neuman Develop further concepts and processes related to the modern computer system	Design Technology Mathematics		

	future uses of the			
	technologies			
Autumn 2 Exchanging data				
	This component will	Data	Problem solving	Mathematics
Lossy vs Lossless	introduce learners to		Analytical skills	Data conversion –
compression. (b) Run	the internal workings		Mathematical	physics
length encoding and	of the Central		conversion of base	
dictionary coding for	Processing Unit (CPU),		numbers	
lossless compression. (c)	the exchange of data			
Symmetric and asymmetric	and will also look at			
encryption. (d) Different	software			
uses of hashing.	development, data			
Relational database, flat	types and legal and			
file, primary key, foreign	ethical issues. It is			
key, secondary key, entity	expected that learners			
relationship modelling,	will draw on this			
normalisation and	underpinning content			
indexing. See appendix 5f.	when studying			
(b) Methods of capturing,	computational			
selecting, managing and	thinking, developing			
exchanging data. (c)	programming			
Normalisation to 3NF. (d)	techniques and			
SQL – Interpret and	devising their own			
modify. See appendix 5d.	programming			
(e) Referential integrity. (f)	approach in the			
Transaction processing,	Programming project			
ACID (Atomicity,	component (03 or 04).			
Consistency, Isolation,	Learners will be			
Durability), record locking	expected to apply the			
and redundancy	criteria below in			
	different contexts			
	including current and			
	future uses of the			
	technologies			

Primitive data types,	This component will	Data conversion	Elements of	Analytical skills	Computer science
integer, real/floating point,	introduce learners to	Compression	computational	Problem solving	Mathematics
character, string and	the internal workings	algorithms	thinking	Logical reasoning	Life skills
Boolean. (b) Represent	of the Central	_	Problem solving		Data manipulation in
positive integers in binary.	Processing Unit (CPU),		and programming		science
(c) Use of sign and	the exchange of data		Analysis of the		
magnitude and two's	and will also look at		problem		
complement to represent	software				
negative numbers in	development, data				
binary. (d) Addition and	types and legal and				
subtraction of binary	ethical issues. It is				
integers. (e) Represent	expected that learners				
positive integers in	will draw on this				
hexadecimal. (f) Convert	underpinning content				
positive integers between	when studying				
binary hexadecimal and	computational				
denary. (g) Representation	thinking, developing				
and normalisation of	programming				
floating point numbers in	techniques and				
binary. (h) Floating point	devising their own				
arithmetic, positive and	programming				
negative numbers, addition	approach in the				
and subtraction. (i) Bitwise	Programming project				
manipulation and masks:	component (03 or 04).				
shifts, combining with	Learners will be				
AND, OR, and XOR. (j) How	expected to apply the				
character sets (ASCII and	criteria below in				
UNICODE) are used to	different contexts				
represent text	including current and				
Arrays (of up to 3	future uses of the				
dimensions), records, lists,	technologies				
tuples. (b) The following					
structures to store data:					
linked-list, graph (directed					
and undirected), stack,					
queue, tree, binary search					
tree, hash table. (c) How to					
create, traverse, add data					

	1	T	,		T	
to and remove data from						
the data structures						
mentioned above. (NB this						
can be either using arrays						
and procedural						
programming or an object-						
oriented approach)						
Spring 2 Legal, moral, cultu	ral and ethical issues					
The Data Protection Act	The individual moral,	Legal and ethical		Forming an argument	News articles on IT	Computer science
1998. (b) The Computer	social, ethical and	issues (GCSE)		or or against	based topics and	Mathematics
Misuse Act 1990. (c) The	cultural opportunities	Modern		urther reading	laws	Data manipulation in
Copyright Design and	and risks of digital	technologies	а	iround a subject	Further reading on	science
Patents Act 1988. (d) The	technology. Legislation				case studies	Literacy
Regulation of Investigatory	surrounding the use of	architecture				
Powers Act 2000.	computers and ethical	Working online				
The individual moral,	issues that can or may					
social, ethical and cultural	in the future arise					
opportunities and risks of	from the use of					
digital technology: •	computers					
Computers in the						
workforce. • Automated						
decision making. • Artificial						
intelligence. •						
Environmental effects. •						
Censorship and the						
Internet. • Monitor						
behaviour. • Analyse						
personal information. •						
Piracy and offensive						
communications. • Layout,						
colour paradigms and						
character sets.						
Summer 1 Content of Algor	itnms and programming					
	This component will	KS3/GCSE		Problem solving	The aspects of	Mathematics
a) The nature of	incorporate and	Computational		Logical reasoning	algorithms to be	Life skills
abstraction. (b) The	build on the	thinking		Applying the 3	applied to many	
need for	knowledge and	Algorithms		processes of	everyday	

			T			1
abstraction. (c) The	understanding	programming		computational	occurrences that	
differences	gained in the			thinking	helps students form	
between an	Computer systems				the link and	
abstraction and	component (01). In				understanding of	
reality. (d) Devise	addition, learners				algorithms	
an abstract model	should: • understand					
for a variety of	what is meant by					
situations.	computational					
	thinking •					
	understand the					
Identify the inputs and	benefits of applying					
outputs for a given	computational					
situation. (b) Determine	thinking to solving a					
the preconditions for	wide variety of					
devising a solution to a	problems					
problem. (c) The nature,	understand the					
benefits and drawbacks of	principles of solving					
caching. (d) The need for	problems by					
reusable program	computational					
components	methods • be able to					
	use algorithms to					
	describe problems •					
	be able to analyse a					
Identify the components of	problem by					
a problem. (b) Identify the	identifying its					
components of a solution	component parts.					
to a problem. (c)						
Determine the order of the						
steps needed to solve a						
problem. (d) Identify sub-						
procedures necessary to						
solve a problem.						
Identify the points in a						
solution where a decision						

has to be taken. (b) Determine the logical conditions that affect the				
outcome of a decision. (c)				
Determine how decisions				
affect flow through a program.				
program.				
Determine the parts of a				
problem that can be				
tackled at the same time.				
(b) Outline the benefits and				
trade offs that might result				
from concurrent processing				
in a particular situation.				
Summer 2	revision and	retrieval		

<u>Topics</u>	Why we	<u>Links to</u>	Links to future	Key skills developed	Cultural capital	Links to whole
	<u>teach this</u>	<u>last topic</u>	<u>topics</u>		<u>opportunities</u>	school curriculum
Autumn 1 Content of non e	exam assessment Program	nming project				
Describe and justify the	Learners will be	Algorithms	Further or higher	Logical reasoning		Design Technology
features that make the	expected to analyse,	GCSE	education in IT or	Problem solving		Mathematics
problem solvable by	design, develop, test,	programming	Computer science	Understanding and		
computational methods.	evaluate and	Link to unit 4		interpreting processes		
(b) Explain why the	document a program	programming				
problem is amenable to a	written in a suitable	BTEC L3				
computational approach	programming					
Identify and describe those	language. The					
who will have an interest in	underlying approach					
the solution explaining how	to the project is to					
the solution is appropriate	apply the principles of					
to their needs (this may be	computational					
named individuals, groups	thinking to a practical					
or persona that describes	coding problem.					
the target end user)	Learners are expected					
) Research the problem	to apply appropriate					
and solutions to similar	principles from an					
problems to identify and	agile development					
justify suitable approaches	approach to the					
to a solution. (b) Describe	project development.					
the essential features of a	While the project					
computational solution	assessment criteria					
explaining these choices.	are organised into					
(c) Explain the limitations	specific categories, it					
of the proposed solution.	is anticipated the final					
	l	1		1		

Specify and justify the

solution requirements

including hardware and

software configuration (if

appropriate). (b) Identify

report will document

the agile development

process and elements

assessment categories

for each of the

and justify measurable	will appear				
success criteria for the	throughout the report				
proposed solution					
Autumn 2 Design of the sol	ution				
	Learners will be	Algorithms	Further or higher	Problem solving	Mathematics
Break down the problem	expected to analyse,	GCSE	education in IT or	Analytical skills	Data conversion –
into smaller parts suitable	design, develop, test,	programming	Computer science	Mathematical	physics
for computational	evaluate and	Link to unit 4		conversion of base	
solutions justifying any	document a program	programming		numbers	
decisions made	written in a suitable	BTEC L3			
Explain and justify the	programming	7.20 20			
structure of the solution.	language. The				
Describe the parts of the	underlying approach				
solution using algorithms	to the project is to				
justifying how these	apply the principles of				
algorithms form a	computational				
complete solution to the	thinking to a practical				
problem. (c) Describe	coding problem.				
usability features to be	Learners are expected				
included in the solution. (d)	to apply appropriate				
Identify key variables /	principles from an				
data structures / classes	agile development				
justifying choices and any	approach to the				
necessary validation.	project development.				
Identify the test data to be	While the project				
used during the iterative	assessment criteria				
development and post	are organised into				
development phases and	specific categories, it				
justify the choice of this	is anticipated the final				
test data	report will document				
	the agile development				
	process and elements				
	for each of the				
	assessment categories				
	will appear				
	throughout the report				

evidence of each stage of expected to analyse, GCSE education in IT or Pro	nalytical skills roblem solving ogical reasoning	Computer science Mathematics Life skills
the iterative development process justifying any decision made. (b) Provide design, develop, test, evaluate and document a program decision made. (b) Provide design, develop, test, evaluate and document a program link to unit 4 programming	<u> </u>	Life skills
process justifying any decision made. (b) Provide document a program program programing	ogical reasoning	
decision made. (b) Provide document a program programming		
programming		Data manipulation in
annotated evidence of written in a suitable BTEC L3		science
prototype solutions programming Unit 9 project		
justifying any decision language. The planning BTEC L3		
made. underlying approach		
Provide annotated to the project is to		
evidence for testing at apply the principles of		
each stage justifying the computational		
reason for the test. (b) thinking to a practical		
Provide annotated coding problem.		
evidence of any remedial Learners are expected		
actions taken justifying the to apply appropriate		
decision made principles from an		
agile development		
approach to the		
project development.		
While the project		
assessment criteria		
are organised into		
specific categories, it		
is anticipated the final		
report will document		
the agile development		
process and elements		
for each of the		
assessment categories		
will appear		
throughout the report		
Spring 2 Evaluation		
Provide annotated Learners will be Algorithms Further or higher _For	Forming an argument	Computer science
	or or against	Mathematics
7 . 0002	urther reading	Data manipulation in
Diogramming	round a subject	science
development process. (b) document a program		Literacy

	T		1		,
Provide annotated	written in a suitable	Link to unit 4			
evidence of usability	programming	programming			
testing (user feedback)	language. The	BTEC L3			
Use the test evidence from	underlying approach	Unit 9 project			
the development and post	to the project is to	planning BTEC L3			
development process to	apply the principles of				
evaluate the solution	computational				
against the success criteria	thinking to a practical				
from the analysis.	coding problem.				
Provide annotated	Learners are expected				
evidence of the usability	to apply appropriate				
features from the design,	principles from an				
commenting on their	agile development				
effectiveness	approach to the				
Discuss the maintainability	project development.				
of the solution. (b) Discuss	While the project				
potential further	assessment criteria				
development of the	are organised into				
solution.	specific categories, it				
	is anticipated the final				
	report will document				
	the agile development				
	process and elements				
	for each of the				
	assessment categories				
	will appear				
	throughout the report				
Summer 1		revision and	retrieval		
Summer 2		revision and	retrieval		

Appendix A: Whole-school Curriculum Vision

OUR CURRICULUM VISION

Colton Hills Community School is an inner-city school with a diverse cohort that draws from a wide range of cultures, nationalities and identities. A significant majority of our students come from working class backgrounds, and many from households where resources can be scarce and access to cultural capital is limited. Our school proudly holds the status of a School of Sanctuary, where students from across the local area – and across the globe, too – can come together to learn harmoniously regardless of their background and upbringing. We are aware of the challenges of our students' lives, but do not use them as an excuse.

Therefore, the intention of our curriculum is that we will offer our students the access to a broad and varied curriculum that seeks to equip them for modern life. We intend it to be knowledge-rich, deep in its explorations of topics, challenging in its delivery and with a distinctive, outward-looking, international feel. We recognised the importance of grounding our curriculum in its wider contexts to enable us to fill gaps in our students' knowledge that they may have when compared to students from more affluent backgrounds, and we are unapologetic in ensuring that our students have every opportunity to engage with as much powerful knowledge as those more fortunate than they are.

With these school contexts in mind, at Colton Hills we have built our curriculum around a series of thematically based Curricular Concepts that students will see in various subjects, enabling them to draw links and supporting them in making connections that might not always be apparent to them.

The intention of our curriculum at all stages is that we will teach all children at the school that:

- 1 Humanity is on an optimistic, positive journey of developing tolerance, enfranchisement and rights for all peoples, and we must all play our part in this (SOCIAL JUSTICE)
- 2 Diversity is a gift to be valued, one that enriches our school, and that the shared histories of all cultures are worthy of respect and understanding (CULTURAL DIVERSITY)
- 3 Respect for the law, democracy and its institutions are vital, but that existing power structures should always be respectfully questioned (CIVIC RESPONSIBILITY)
- 4 Technological development is full of great human achievement, but is not without its challenges and drawbacks of which we must always be aware (TECHNOLOGICAL PROGRESS)
- 5 The natural world is a place of wonder, mystery and beauty that should be respected, revered and protected, particularly in the face of climate change (PRECIOUS PLANET)
- 6 Our health mentally, physically and spiritually is of primary importance and must be preserved as it contributes immensely to a happy and productive life (HEALTHY LIVING)

- 7 Being enterprising and financially independent is crucial, but making money should always be weighed against the moral decisions about who it might affect (ETHICAL ENTERPRISE)
- 8 An appreciation of the vast array of creative arts and their power to entertain and educate is vital in an enriched, meaningful and fulfilled life (ARTISTIC CREATIVITY)

Students who leave school with wider awareness of the world around them, with self-respect and with a personal morality will be best able to take advantage of all that life offers, and find their place in the world as a citizen of all of their communities.