

2023-2024

Computer Science curriculum map









Year 7 Computer Science:

Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
E-Safety and Microsoft Skills:	Binary Representation:	History of Computers:	Python Turtle:	Python Programming:	Computational Thinking:
An introduction to Brownhill's ICT network, staying safe online, sharing work, communicating electronically, the various Microsoft skills needed to complete everyday computing tasks.	An introduction to binary and the way in which computers work. Conversion of binary and decimal numbers. Binary addition and hexadecimal calculations.	A unit to allow pupils to explore how technology and computers have evolved over time. There is an investigation into the space war as well as the codebreaking era.	Pupils will create a series of programs such as creating different shapes, objects utilising Python Turtle to build their application of knowledge and programming skills.	This unit builds upon Python further with more opportunities to embed programming as a fundamental skill in Computer Science through the creation of building calculators and	A unit to allow pupils to further embed deeper thinking, they will be provided with several real-life problems in society; using computational thinking methods they will then apply these to solve the



		prediction programs.	problem just as a computer would.

Year 8 Computer Science:

Autumn Term 1 Au	utumn Term 2 Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
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Systems Architecture:

An introduction to how a computer is made, the production of it and the environmental impact of it. Pupils will also explore the main components of a computer and look at the FDE (Fetch decode execute) cycle in detail.

Python Programming:

This unit builds upon the foundations of Python programming and focuses on programming efficiently. Programs created will vary in size and technique and will give pupils an opportunity to program in different ways.

History of Computers:

A unit to allow pupils to explore how technology and computers have evolved over time. There is an investigation into the space war as well as the codebreaking era.

Databases:

Pupils will design and build their own database using Microsoft Access. The various databases they will build include a school, hospital, police station and supermarket database, linking real world applications in the subject.

Python Project:

Pupils will be given an opportunity to create a Python text-based adventure game using the skills and knowledge they have acquired so far in programming. This adventure game will consist of multiple levels and will vary and difficulty and levels.

Python Project:

Continuation and completion of Python text-based adventure game.



Year 9 Computer Science:

Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
Binary Representation:	Python Programming:	Security and Attack:	Advanced Python:	Advanced Spreadsheets:	Computational Thinking:
An introduction to binary and the way in which computers work. Conversion of binary and decimal numbers. Binary addition and hexadecimal calculations.	This unit builds upon the foundations of Python programming and focuses on programming efficiently. Programs created will vary in size and technique and will give pupils an opportunity to program in different ways.	Hacking, the laws and the dangers of cyber-attacks are all explored in this unit. Pupils will discover the reasons why cybercriminals commit crimes and the implications of breaching the Computer Misuse Act. They will explore malware and how it is often spread.	Pupils will be given a series of Python based programs to improve and make efficiency. Using several programming methods and techniques efficiency and clean coding practices are explored in great depth.	This unit focuses on the creation of spreadsheets using Microsoft Excel. Several real-world examples are used to demonstrate the importance of spreadsheets, data handling and management. Pupils will also embed macros and formulas within these spreadsheets to aid automation.	A unit to allow pupils to pick a current and relevant real-world topic to solve as a problem using the computational methods of thinking (decomposition, abstraction and pattern recognition) This unit also covers an investigation of motorways and traffic jams, workforce skills and robots and how computers are currently used to deal with these real-world occurrences.



Year 10 WJEC Level 1/2 Tech Award ICT:

Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
 Skills Audit and Recall Introduction to qualification Functionality of different hardware devices 	 Functionality of different software Databases skills and application in contexts 	 Use of ICT services Images skills and applications in contexts 	 Images skills and applications in contexts Spreadsheets skills and applications in contexts 	 Spreadsheet skills and application in contexts How data and information is used and transferred for cyber security 	 How data and information is used and transferred for cyber security. Development of ICT coursework skills

Year 11 WJEC Level 1/2 Tech Award ICT:

Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
Coursework completion	Coursework completion	Unit 1- ICT In Society	Unit 1- ICT In Society	Revision	Public examinations



Year 10 OCR Computer Science J277:

Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
J277/01: Computer	J277/01: Computer	J277/01: Computer	J277/01: Computer	J277/01: Computer	J277/01: Computer
systems	systems	systems	systems	systems	systems
Systems architecture	Memory and storage	Computer networks	Networks security	Systems software	Ethical, legal, cultural and environmental impacts of digital technology

Year 11 OCR Computer Science J277:

Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
J277/02:	J277/02:	J277/02:	J277/02:	J277/02:	J277/02:
Computational	Computational	Computational	Computational	Computational	Computational
thinking, algorithms and	thinking, algorithms and	thinking, algorithms and	thinking, algorithms and	thinking, algorithms and	thinking, algorithms and
Programming	Programming	Programming	programming	Programming	Programming
Algorithms	Programming fundamentals	Producing robust programs	Boolean logic	Programming languages	Programming languages