

Curriculum Overview: **Computing**

Key Stage 3 (Years 7, 8 and 9)

All students in KS3 have 1 hour per week of Computing

Year 7
Topics covered include: Interactive fiction Introduction to programming (block based) Graphics Text based programming in small basic
Year 8
Topics covered include: Cyber crime and security Python programming Modelling in spreadsheets
Year 9
Topics covered include: Introduction to networks Developing python programming Mobile phone app development

Key Stage 4 (Years 10 and 11)

Exam Link
GCSE Computer Science https://www.ocr.org.uk/qualifications/gcse/computer-science-j276-from-2016
Level 1/2 Creative iMedia https://www.ocr.org.uk/qualifications/cambridge-nationals/creative-imedia-level-1-2-award-certificate-j807-j817
Curriculum Information
Students may opt for the Edexcel Computer Science GCSE or Edexcel Functional Skills ICT.
Additional Information
To study GCSE Computer Science a high level of Mathematical ability and/or a keen interest in coding/programming is recommended