

Subject: Computing

Year Group: 7

Term One

Students will study sequencing of instructions using flowcharts in Flowol, looking at traffic light systems. Students will also study structured programming in the Python programming language. Students will also study e-Safety and cyberbullying

Term Two

Students will continue to study python programming, including the use of sequencing, looping and selection. Students will also learn about the hardware inside computers and how the different components communicate with each other

Term Three

Students will study programming in the Scratch programming environment, using the skills they developed in the Python unit to create a Pacman style game. Students will also complete an extended project to develop their digital literacy skills.



Subject: Computing

Year Group: 8

Term One

Students will study sequencing of instructions using flowcharts in Flowol, looking at traffic light systems. Students will also study structured programming in the Python programming language. Students will also study e-Safety and cyberbullying

Term Two

Students will continue to study python programming, including the use of sequencing, looping and selection. Students will also learn about the hardware inside computers and how the different components communicate with each other

Term Three

Students will study programming in the Scratch programming environment, using the skills they developed in the Python unit to create a Pacman style game. Students will also complete an extended project to develop their digital literacy skills.



Subject: Computing

Year Group: 9

Term One

Students will develop their animation skills. Designing and producing an animated advert for a band that can be used on a website. Students will also further develop their programming skills as they look at the advanced features of the Scratch programming environment

Term Two

Students will learn about digital sound, they will analyse, design, develop and evaluate a sound clip. Students will record their own audio files, edit and mix the audio using sound editing software,

Term Three

Students will continue to learn about digital sound and begin to learn about the properties and uses of digital graphics.

