

LEARN MORE

Ready to enter Year 9

Computing

Networks

Learn how computers communicate with each other and other systems. Learn about different types of networks and topologies.



Design project

Create and promote a new product or business idea. An opportunity to revisit and build on previous multimedia skills.



Text adventure

Develop programming skills by creating and designing a text based adventure game.



Python

Introduction to coding using a text-based programming language. Solve a variety of computational problems.



Cyber security

Understand some of the legal safeguards for computer use. Learn about different types of computer crimes and ways to protect online identity and privacy.



Create a video

A creative project to develop video editing skills. Create and re-purpose digital content to inform and be historically relevant.



Cryptography

Learn about different methods of encrypting and decrypting data. Understand the historical importance of code breaking in World War 2.



Career planning

Choose my skills and values profiles and plan for subject option choices. Use online tools to start to explore future careers.



Year 8 journey starts here



Ready to enter Year 8

Computing

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Flowcharts

Understand how flowcharts are constructed. Design, use and evaluate flowchart programs that model real world problems.



Create a website

Understand what makes a website look professional. Design and create a website using open source software.



Google SketchUp

A creative "Grand Design" project to create a three-dimensional house using Google SketchUp.



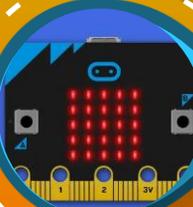
Binary

Introduction to the binary number system. Learn how to convert between binary and denary numbers.



Hardware

Learn about hardware components including inputs and outputs and memory and storage devices.



Micro:bits

Opportunity to develop further micro:bit programming skills including use of built-in sensors and alternative outputs (eg headphones).



Excel

Introduction to Excel. Learn how to use formula and create charts and graphs in spreadsheets.



E-Safety

Learn about a range of ways to use technology safely, respectfully, responsibly and securely. Understand your digital footprint.



Year 7 journey starts here

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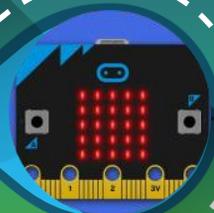
Computing

Ready to enter Year 7



Micro:bits

Introduction to micro:bits programming. Use sequence, selection and loops in programs.



Scratch Variables

Understand variables and use them to improve games. Design, create and evaluate a project.



3D modelling

Create and manipulate three-dimensional objects. Design, develop and improve a digital 3D model.



Year 6 journey starts here



Ready to enter Year 6



Scratch Selection

Introduction to Scratch programming. Design, create and evaluate a program which uses selection (If ... then ... else).



Internet

Use a web search to find specific information. Learn about some of the ways that search engines can be influenced and so understand their limitations.



Microsoft

Develop keyboard typing skills. Introduction to Microsoft applications like Office 365, Word, PowerPoint and Outlook.



Year 5 journey starts here

