SKILLS TAUGHT ACROSS COMPUTERS
Throughout all topics students will develop skills in Algorithms and Flowol programme. Business documents used. Make/predict the outcome of a simple sequence that includes variables

Autumn Term 1

1

'Sexting'
Privacy and Surveillance
Students understand how data can be lost and stolen as well as the legal framework in Computing

Autumn Term 2

2

Introduction to how devices/computers work: Students are introduced to input, process, output. To understand the insides of Personal Computers (PC), software/hardware, RAM/ROM and permanent storage devices

Spring Term 1

3

Introduction to Graphics software: Students learn about how to import, edit, manipulate and export images using Photopea

Spring Term 2

4

Python: To explore the concept of Python – a Text-Based Programming Introduction to Computer Science

Summer Term 1

5

Continuation of Python: To explore the concept of Python – a Text-Based Programming Introduction to Computer Science

Summer Term 2

6

Spreadsheet Modelling: Students are introduces to data, information, formatting, formula, functions and graphs

Skills Development, Key terms:

- Calculations, data, information, graphs, analysis, formulae, functions, formatting, primary & secondary sources & context.
- Input, process, output, motherboard, CPU, software/hardware, RAM/ROM and permanent storage devices (secondary).
- Rudiments of graphic design
- Create conditions that use logic operators (and/or/not)
- Define iteration as a group of instructions that are repeatedly executed
- Implement count-controlled iteration in a program
- Detect and correct errors in a program (debugging)
- Data, privacy and the law
- Types of social engineering
- Hacking - Malware - Cyber threat, prevention and protection