



KEVI CAMP HILL SCHOOL FOR GIRLS

COMPUTER SCIENCE

CURRICULUM MAP (YEARS 7-11)



		AUTUMN TERM	SPRING TERM	SUMMER TERM
KEY STAGE 3	YEAR 7	Introduction to Camp Hill systems Touch typing / Health & Safety Spreadsheets & modelling #1	Binary Introduction to Scratch	Control and flowcharts Game creation in Scratch Databases & data capture
	YEAR 8	Introduction to Python Spreadsheets #2	Boolean logic gates Creating websites (HTML & CSS)	E-safety Group project - app design dragons' den
	YEAR 9	Python Algorithms #1 - searching	Media storage (graphs, sound, compression) Algorithms #2 - SatNav case What is Intelligence? Laws relating to computing	Algorithms #3 - Sorting History & Future of Computing
KEY STAGE 4	YEAR 10	Computer Architecture Law in relation to computers Python / Theory of programming	Networks Cybersecurity Data / Binary Good design	Binary, Boolean & Algebra Sorting & searching Ethics Programming project (non-NEA)
	YEAR 11	Software & methodologies HTML / CSS / Javascript	Algorithms in common use Revision & exam techniques	Final exams