



## Computer Science Curriculum Overview

**Curriculum Intent:** At Wednesfield Academy we operate with **integrity** in all that we do, our computer science curriculum is designed to **empower**, and **inspire all** students with the **knowledge, skills**, and **attitudes** necessary to create the **change** and **development** they want to see in their lives through the **safe** and **meaningful** use of technology.

**Curriculum Rationale:** By the end of KS3, students will have gained a **well-rounded** knowledge of the two- core theme of the Computing Programming of Study: technological understanding and programming and application. This then gives them a clear foundation from which they can either continue with a range of computational based qualifications e.g. Computer Science, Media or IT, or they can move away from computational study with the knowledge and skills that are integral to the day- to- day use of technology in any industry and within the wider world.

	Year 7	Year 8	Year 9	Year 10	Year 11
<b>Autumn 1</b>	Foundations of Computing	Foundations of Computing 2	Foundations of Computing 3	Systems Architecture Memory and Storage	Boolean logic, programming languages and IDE
<b>Autumn 2</b>	Foundations of Computing	Foundations of Computing 2	Foundations of Computing 3	Algorithms	Paper 2 revision
<b>Spring 1</b>	Networks	Networks 2	Python 2	Reteach based on mock results  Computer Networks, connections and protocols / Programming fundamentals  Network Security / programming	Revision of course content based on mocks
<b>Spring 2</b>	Ever Changing World	Spreadsheets	Real World Application	Systems Software/ ethical, legal, cultural and environmental impacts of digital technology	Revision based on mock results
<b>Summer 1</b>	Computational Thinking	Big Data	Multimedia Project	Paper 1 content revision plus 1 lesson of programming	

<b>Summer 2</b>	Scratch	Python 1	Multimedia Project	Ethical, legal, cultural and environmental impacts of digital technology	
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