



Debenham High School  
Department of Computing

## Key Stage 3 Computing Programme of Study SY 2022-23

	Autumn Term		Spring Term		Summer Term	
<b>Year 7</b>	Introduction to the school network File management MS Teams Touch Typing	<b>Unit 7.1</b> Impact of technology – Collaborating online respectfully	<b>Unit 7.2</b> Modelling data - spreadsheets	<b>Unit 7.3</b> Networks from semaphores to the Internet	<b>Unit 7.4</b> Programming essentials in Scratch – part 1	<b>Unit 7.5</b> Programming essentials in Scratch – part 2
<b>Year 8</b>	<b>Unit 8.1</b> Computing systems	<b>Unit 8.2</b> Developing for the web	<b>Unit 8.3</b> Introduction to Python programming	<b>Unit 8.4</b> Representations – from clay to silicon	<b>Unit 8.5</b> Media – Vector graphics	<b>Unit 8.6</b> Mobile app development
<b>Year 9</b>	<b>Unit 9.1</b> Cybersecurity	<b>Unit 9.2</b> Representations – going audiovisual	<b>Unit 9.3</b> Using Photopea	<b>Unit 9.4</b> Python Programming with sequences of data	<b>Unit 9.5</b> Programming Project	<b>Unit 9.6</b> Spreadsheets

*\*Touch Typing is introduced in Year 7. Years 7-8 students are expected to do touch typing regularly as part of their weekly homework.*



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# GCSE Computer Science (9-1) Programme of Study Overview

	Autumn Term		Spring Term		Summer Term	
<b>Year 10</b>	<b>COMP1</b> System architecture Memory  <b>COMP2</b> Python Programming	<b>COMP1</b> Storage Wired and wireless network  <b>COMP2</b> Python Programming	<b>COMP1</b> Network topologies, protocols and layers  <b>COMP2</b> Python Programming	<b>COMP1</b> System security  <b>COMP2</b> Python Programming	<b>COMP1</b> System software  <b>Programming project</b>	<b>COMP1</b> Ethical, legal, cultural and environmental concerns  <b>Programming Project</b>
<b>Year 11</b>	<b>COMP1</b> Ethical, Legal, Cultural Implications of Technology  <b>COMP2</b> Algorithms Programming techniques Producing robust programs	<b>COMP1</b> Systems Software  <b>COMP2</b> Algorithms Programming techniques Producing robust programs	<b>COMP1 Revision</b>  <b>COMP2</b> Data representation Translator and facilities of languages	<b>COMP1 and COMP2 Revision</b>	<b>COMP1 and COMP2 Revision</b>	



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## Creative iMedia Programme of Study Overview

	Autumn Term		Spring Term		Summer Term	
<b>Year 10</b>	<b>Unit R093</b> Creative iMedia in the media industry	<b>Unit R093</b> Creative iMedia in the media industry	<b>Unit R093</b> Creative iMedia in the media industry	<b>Unit R094</b> Visual identity and digital graphics	<b>Unit R094</b> Visual identity and digital graphics	<b>Unit R094</b> Visual identity and digital graphics
<b>Year 11</b>	<b>Unit R086</b> Creating Animation	<b>Unit R086</b> Creating Animation	<b>Unit R087</b> Creating IMultimedia Products	<b>Unit R087</b> Interactive Multimedia Product		