

L.E.A.D. Academy Trust Computing



| Lead • Empower • Achieve • Drive | 00. | ilputilig | | A L.E.A.D. Academy | | | |
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| Theme/Concept | (KS2) | Year 7 | Year 8 | Year 9 | Year 10 | Year 11 | (Post-16) |
| Computer Science | | (ICT Basics) | Computer Systems CPU Secondary storage Von Neumann Architecture | Computing Hardware Computer systems (Von Neumann architecture) CPU instruction cycle Clock speed, cores, cache Logic gates Logic circuits | Systems Architecture CPU: Instruction cycle, performance CPU components and their function using LMC Embedded systems Memory: RAM, ROM, virtual memory Flash memory Storage: Magnetic, optical, solid state, justifying choices | (Programming Theory) | The characteristics of contemporary processors, input, output and storage devices |
| | design, write and debug programs that accomplish specific goals use sequence, selection, and repetition in programs use logical reasoning to explain how some simple algorithms work | Programming Lyrics & Chatbot Algorithms Sequence Selection Computational Thinking Quizzes Fruit machine Sequence Selection Iteration Modules Data structures (lists & dictionaries) | Efficient Programming Parking meter software Sequence, selection. iteration Modules (time, random, turtle) Procedures Capital cities quiz String manipulation Buffer: functions | Efficient Programming Quiz Algorithms - flowcharts & pseudocode Exception handling String manipulation Procedures Functions | Algorithms & Programming Techniques Computational thinking Searching algorithms sorting algorithms Pseudocode & flowcharts OCR/GSA Spring manipulation Arrays and 2D arrays Combining data types | Programming Theory Defensive design Maintainability Testing Identifying syntax & logic errors Selecting & using suitable test data Practical: Exponentiation, MOD, DIV Different languages Translators Assembler, compiler & interpreter Tools & facilities of an IDE | Elements of computational thinking Problem solving and programming Algorithms to solve problems and standard algorithms |
| | | Memory & Data Representation Input Output Memory: RAM/ROM Binary representation of number, characters & images Units Hexadecimal | Spreadsheets Basic formula Functions Graphs & charts If statements Graphic design with sources table | Spreadsheet Modelling Formula, IF, functions 3D referencing Conditional formatting Goal seek VLOOKUP Graphic design with sources table | SQL Creating a table Querying a table Advance queries using logical operators | Data Representation Revision Units, numbers Character Images Sound Compression System security Attack & threats Vulnerability | Exchanging data Data types, data structures and algorithms |
| Information Technology | select, use and combine a variety of software (including internet services) on a range of digital devices understand computer networks including the internet | ICT Basics Admin (usernames, passwords) Key hardware (mouse, keyboard, monitor) & troubleshooting Common software Operating systems & files Word processing Spreadsheets Presentation software TinkerCAD | Networks LAN vs WAN LAN hardware Factors affecting performance Star & mesh topologies Wi-Fi: frequency, channels, encryption The internet: DNS, hosting, the cloud | Cyber Security Malware Bloatware Viruses & trojans Spam, phishing, RATS Skimming Sources table | Wired & wireless networks & topologies LAN v WAN Hardware: WAPS, routers, switches, NICS, transmission media Factors affecting performance Client server, p2p Virtual networks Star & mesh Wi-Fi IP/MAX addressing and protocols Network layers Packet switching System security | (Data representation) | Software and software development |
| | | CAD/CAM Basic design Avatar Tinker CAD | Building a webpage My favourite book webpage HTML tags Images Embedding content CSS | Graphics Logo branding Photo editing Magazine graphic design | (GCSE Graphics) | (GCSE Graphics) | (Level3 Graphics) |
| Digital Literacy | use search technologies effectively use technology sofely, respectfully and responsibly | e-safety Online safety Sexting Digital citizenship Digital identity | Internet Research Sources Date checking Falso news Social media | Ethical, Legal, Cultural & Environmental Concerns in Computing Case studies iPhone vs FBI (privacy) Intel (Green) vs Google (server farms) Wikileaks Apple vs Microsoft and the xerox debate Samsung vs Apple Technology addiction Landfill & waste Job creation vs automation Users with specific needs Sampling in music Facebook and its use of data | Systems Software Purpose & functionality Operating systems Utility system software Open source vs proprietary Legislation Data Protection Act Computer Misuse Act Copyright, design and patents Act Creative Commons Licensing Freedom of Information Act | (Data representation) | Legal, moral, cultural and ethical issues |