

Pyrland School Computing Curriculum Map

	Year 7	Year 8	Year 9	Year 10	Year 11
Autumn 1	Clear messaging in digital media	Media - Vector graphics	Python programming with sequences of data	Algorithms - part 1	Algorithms - part 2
				Programming part 1 - Sequence	Impacts of technology
Autumn 2	Networks from semaphores to the Internet	Layers of computing systems	Media – Animations	Computer systems	Impacts of technology
					Programming part 6 - Dictionaries and datafiles
Spring 1	Using media – Gaining support for a cause	Developing for the Web	Data science	Programming part 2 - Selection	Networks
					HTML
Spring 2	Programming essentials in Scratch – part I	Representations – from clay to silicon	Representations – going audiovisual	Data representations	Security
					Databases and SQL
Summer 1	Programming essentials in Scratch – part II	Mobile app development	Introduction of cybersecurity	Programming part 3 - Iteration	Revision
				Programming part 4 - Subroutines	
Summer 2	Modelling data using spreadsheets	Introduction to Python programming	Applying programming skills with physical computing	Programming part 4 - Subroutines	Exams
				Programming part 5 - Strings and lists	

Algorithms	Computing systems	Creating media	Data and information	Design and development	Effective use of tools	Impact of technology	Networks	Programming	Safety and security
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