	TERM 1	TERM 2	TERM 3	TERM 4	TERM 5	TERM 6
Year 7	**Impact of technology: collaborating online respectfully** *Identifying how to use online collaboration tools respectfully. An introduction to the computer room*	**Programming essentials in Scratch Part I** *Applying the programming constructs of sequence, selection and iteration in Scratch*	**Programming essentials in Scratch Part II** *Using subroutines to decompose a problem that incorporates lists*	**Computer hardware** *Basic how a computer works and what's inside*	**Communication: computer systems & networks** *Exploring how the www is used as a communication tool and identifying how searches are made and what influences them*	**Edublocks** *Visual block based programming to introduce Python via drag and drop*
Year 8	**Introduction to python programming** *Applying the programming constructs of sequence, selection and iteration in Python*		**Computing systems** *Exploring the fundamental elements that make up a computer system*		**Networks: from semaphores to the internet** *Recognising networking hardware and explaining how networking components are used for communication.*	
Year 9	**Python programming with sequences of data** *Manipulating strings and lists. Creating a programming project*		**Modelling data: spreadsheets** *Sorting and filtering data and using formulas and functions in spreadsheet software*		**Representations: going audiovisual** *Representing images and sound using binary digits*	
Year 9 opt	**Cybersecurity** *Identifying how users and organisations can protect themselves from cyberattacks*	**Python programming: Sequence Selection & Iteration** *Intermediate level programming*	**KS4 Computer systems** *Understanding how computer systems work and execute instructions: the CPU, FDE and memory types*	**Physical computing: micro:bits** *Sensing and controlling with the micro:bit in Scratch and Python*	**Online Safety** *Evaluate the online world and pupils own activity, equip themselves for protecting their online identity*	**Data Representation** *Binary and hex number systems including conversion. Find out how text, images and sound are represented*

PROGRAMMING SEQUENCE

7.2 Scratch programming I (introduction to block programming)
7.3 Scratch programming II (advanced block programming)
7.6 Edublocks (moving from block to text programming)
8.1 Python programming (introduction to text programming)
9.2 Python programming (advanced programming skills, project)
9a.2 Python programming (using/understanding programming constructs)
9a.4 Physical computing (applying text programming to a physical device)

COMPUTER SYSTEMS SEQUENCE

7.1 Computer hardware (basic components)
8.2 Computing systems (putting the hardware together)
9.3 Representations (how computers represent images and sound)
9a.3 Computing systems (how instructions are executed)
9a.6 Representation (how text, images and sound are represented; binary and hex and conversions)

NETWORKS SEQUENCE

7.5 Computer systems and networks (how the internet works)
8.3 Networks (network hardware and components for communication)