

Curriculum Topics Studied At Springfield

Computer Science	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 7	Introduction to Springfield network Computer Hardware E-Safety	Bebras challenge. Programming a calculator in Scratch	Creating webpages using HTML	Programming a working game in Scratch	Understanding algorithmic design using Flowol	Advanced Scratch programming
Year 8	Binary representation. E-Safety	Introduction to text based programming using Python	'My digital world' (E-Safety)	Using loops and sub-programs in Python	Using CSS to improve the design of webpages	Developing a shooting game in Scratch
Year 9	ICT and society Data and Networks E-Safety	'Back to the future' (historical figures in computing)	Using JavaScript to make a webpage interactive	'Grand Designs' using Google SketchUp	Working with spreadsheets	Developing a scrolling platform game in Scratch

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Year 10	Databases using Microsoft Access	Word Processing using Microsoft Word	Spreadsheets using Microsoft Excel	Preparation tasks for OCR Functional Skills level 1 / level 2 exam	Revision and taking OCR Functional Skills level 1 / level 2 exam	iDEA (Duke of York award for digital literacy) Bronze / Silver award
Year 9 Computer Science Option	1.1 Systems Architecture 1.2 Memory	1.3 Storage 1.4 Wired and Wireless Networks	1.5 Network Topologies, Protocols and Layouts	1.6 System Security	1.7 System Software	Programming project
Year 10 Computer Science Option	2.1 Algorithms	2.2 Programming Techniques 2.3 Producing Robust Programs	2.4 Computational Logic	2.5 Translators and Facilities of Languages	2.6 Data Representation	Programming project
Year 11 Computer Science Option	20 hour NEA programming project	1.8 Ethical, Legal, Cultural and Environmental Concerns	Revision and exam technique	Revision and exam technique	Revision and exam technique	