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 + Google Classroom Introduction to programming using Rapid Router Introduction to E-Safety	"Bebras Challenge" logic competition Computer Hardware	Creating webpages using HTML + CSS	Programming a working game in Scratch	Understanding algorithmic design using Flowol	E-Safety with Digital Literacy and Citizenship
Year 8	Introduction to text based programming using Python	Binary and data representation	Further text based programming using Python	Handling data using spreadsheets	Mobile App development project	E-Safety with Digital Literacy and Citizenship
Year 9	Applied Digital Skills using Google apps	'Back to the future' (historical figures in computing)	ICT in Society What makes a successful YouTube channel?	Developing "an interactive guide to an area" project	Using data to "Pick the next box office hit" project	E-Safety with Digital Literacy and Citizenship

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Year 10	Creating professional documents using Microsoft Office apps - Level 1	Mock Exam projects in class (Level 1 Qualification)	Pupils prepare for and complete IT Functional Skills Level 1 qualification	Creating professional documents using Microsoft Office apps - Level 2	Pupils prepare for and complete IT Functional Skills Level 2 qualification	iDEA (Duke of York award for digital literacy) Bronze / Silver award
Year 9 Computer Science Option	Introduction to GCSE unit - From a single binary bit to the entire internet!	Developing programming in Python	Developing programming in Python	GCSE curriculum alternates between 6 lesson units of computing theory and 6 lesson units of programming	GCSE curriculum alternates between 6 lesson units of computing theory and 6 lesson units of programming	Programming project "Telium" adventure game
Year 10 Computer Science Option	GCSE curriculum alternates between 6 lesson units of computing theory and 6 lesson units of programming	GCSE curriculum alternates between 6 lesson units of computing theory and 6 lesson units of programming	GCSE curriculum alternates between 6 lesson units of computing theory and 6 lesson units of programming	GCSE curriculum alternates between 6 lesson units of computing theory and 6 lesson units of programming	GCSE curriculum alternates between 6 lesson units of computing theory and 6 lesson units of programming	Year 10 Mock Exams
Year 11 Computer Science Option	GCSE curriculum alternates between 6 lesson units of computing theory and 6 lesson units of programming	GCSE curriculum alternates between 6 lesson units of computing theory and 6 lesson units of programming Year 11 Mock exams	GCSE curriculum alternates between 6 lesson units of computing theory and 6 lesson units of programming	GCSE curriculum alternates between 6 lesson units of computing theory and 6 lesson units of programming	Year 11 Exams Paper 1 (written) Theory - 90 mins Paper 2 (practical) programming - 120 mins	