

## Computing Department Curriculum Map 2025-26 (Update July 2025)

| Year | Term One   |                      |                | Term Two   |                | Term Three   |   | Term Four  | Term Five   |  | Term Six  |   |   |
|------|--|----------------------|----------------|--|----------------|--|---|--|---|--|---|---|---|
| 7    | Basic system use Inc. logins   | History of Computing | COMMON TASK 1  | Spreadsheets (Charts & Graphs, Searching & Sorting)                                      | COMMON TASK 2a | Spreadsheets (Lookup’s & Dropdowns)  | COMMON TASK 2b  | Python Introduction (Variables, Strings, Integers, Floats)       | Python Introduction (Practice)  | COMMON TASK                                      | Photoshop (Drawing Techniques, Tools, Layout, Cel-Shading, Colouring) |   |   |
| 8    | Logic Binary, Gates Boolean Logic  |                      |                | File Sizes, Compression, File Types, Storage, Character Sets, HEX, Colour Representation | COMMON TASK    | Networks (Wired & Wireless / Packets / Channels / Security) Mobile Phones (Cell Signal & Data) | COMMON TASK   | Assistive Technology (Interfaces, Interaction, Robots)           | Python Turtle (Drawing & Graphics with Python)                        |  | Python Turtle (Drawing & Graphics with Python)                        | COMMON TASK   |   |
| 9    | Python Programming Principles (Structure, Variables, Conditions, Repetition) |                      | COMMON TASK P1 | Python Programming Principles (Structure, Variables, Conditions, Repetition)             |                | Python Designing Programs (Flowcharts, Pseudocode, Function, User Requirements)                |   | COMMON TASK P2   | Computer Hardware (Components, Functions, Impact & Purpose)           | Computer Software (Operating Systems, Utilities) | COMMON TASK   | Issues & Impacts (Environmental, AI, Robotics, Legal) |   |
| 10   | 1. Computational Thinking<br>6.1 Developing Code<br>6.2 Constructs           |                      |                | 2. Data<br>6.3 Data Types & Structures   |                | 3. Computers (Hardware)<br>6.1-6.3 Programming Practice  |   | 3. Computers (Software)<br>6.4 Inputs & Outputs<br>6.5 Operators |   | 4. Networks<br>6.6 Subprograms & Procedures      |   | MOCKS   | 5. Issues & Impacts<br>6.6 Subprograms & Procedures |
| 11   | 1. Computational Thinking – REVISE<br>6.1-6.3 Programming Practice - REVISE  |                      |                | 3. Computers (All) – REVISE<br>6.4-6.5 Programming Practice - REVISE                     |                | MOCK EXAMS   | 4. Networks – REVISE<br>6.6 Subprograms & Procedures - REVISE |  | 6. Issues & Impacts – REVISE<br>6.6 Subprograms & Procedures - REVISE |  |   | EXTERNAL EXAMINATIONS                                 |   |

Within each Key Stage, every module completed is summarised and moderated by an assessment in the form of a common task. There exists a set of grade boundaries within each Key Stage which directly correlates to the associated examination series.