

Computer Science

Date	Exams/ Assess	Unit(s)
4/9/23		Unit 1 - Getting started (7 lessons) Online baseline test Students will need to be able to use the school computer system for all their subjects and so this module focuses on ensuring that they set up correctly. The module starts by going through the basic procedures for accessing a school network including usernames, choosing suitable passwords and what constitutes acceptable use. It then introduces students to saving and organising files and the key principles of internet research and digital wellbeing. The module ends with a summative task based on manipulating bitmap graphics.
11/9/23		
18/9/23		
25/9/23		
2/10/23		
9/10/23		
16/10/23		
30/10/23		Unit 5 - Computing components (6 lessons + 1 catch-up) This module explores what is inside a computer as well as how a computer's performance can be measured. It also looks at computer peripherals and types of storage and culminates in an examination of the latest technology available with the Internet of Things.
6/11/23		
13/11/23		
20/11/23		
27/11/23		
4/12/23		
11/12/23		
1/1/24		Unit 4 - Programming in Scratch (6 lessons) Programming can be broken down into three key constructs: sequence, selection and iteration. When students understand these three key constructs, they will not only be able to demonstrate problem-solving skills in a programming environment but also in everyday life. This module will use Scratch as the mechanism for developing understanding of these concepts using a range of fun block-based programming activities.
8/1/24		
15/1/24		
22/1/24		
29/1/24		
5/2/24		
12/2/24		
26/2/24		Unit 2 - Introducing spreadsheets (6 lessons) Spreadsheets are used every day by people in all sorts of ways, from storing information about products and stock levels to managing multi-million-pound budgets. They can be used to store data, perform complex calculations and to create graphs and charts. They are often used to model what might happen in different situations. This unit is focused on basic spreadsheet skills.
4/3/24		
11/3/24		
18/3/24		
25/3/24		
15/4/24		Unit 6 - Programming in Python: Sequence (6 lessons) This module introduces students to writing a computer program in Python and covers taking inputs from the user, storing them in variables, calculating values using basic arithmetic operators and producing formatted output. Data types are introduced, along with the key arithmetic operators needed to perform simple calculations in Python. The concept of a list to store and manipulate multiple data items in Python and the basic manipulation of strings.
22/4/24		
29/4/24		
6/5/24		
13/5/24		
20/5/24		
3/6/24		Unit 3 - Computing: Past, present and future (6 lessons) This module serves a dual purpose, developing students' skills with word-processing and presentation software at the same time as giving them an appreciation of the rapidly changing technologies that have brought the computer to where it is today and will immeasurably affect the world they experience as they grow up.
10/6/24		
17/6/24		
24/6/24		
1/7/24		
8/7/24		
15/7/24		

If a member of staff is absent and because Computer Science is only allocated one lesson per week, some units might over run. Lessons are also missed due to INSET days etc.