

National curriculum or specification coverage

The National Curriculum for Computer states that at KS3 pupils should be taught to:

- design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems
- understand several key algorithms that reflect computational thinking [for example, ones for sorting and searching]; use logical reasoning to compare the utility of alternative algorithms for the same problem
- use two or more programming languages, at least one of which is textual, to solve a variety of computational problems; make appropriate use of data structures [for example, lists, tables or arrays]; design and develop modular programs that use procedures or functions
- understand simple Boolean logic [for example, AND, OR and NOT] and some of its uses in circuits and programming; understand how numbers can be represented in binary, and be able to carry out simple operations on binary numbers [for example, binary addition, and conversion between binary and decimal]
- understand the hardware and software components that make up computer systems, and how they communicate with one another and with other systems
- understand how instructions are stored and executed within a computer system; understand how data of various types (including text, sounds and pictures) can be represented and manipulated digitally, in the form of binary digits
- undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users create, re-use, revise and re-purpose digital artefacts for a given audience, with attention to trustworthiness, design and usability
- understand a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy; recognise inappropriate content, contact and conduct and know how to report concerns.

Date	Exams/ Assessments	Learning Intentions	Core Task/Assessments
31/08/26		Unit 1 - Getting started (Lessons 1-6 + 2 catch-up) 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.	Unit 1 assessment
07/09/26			
14/09/26			
21/09/26			
28/09/26			
05/10/26			
12/10/26			
19/10/26			
26/10/26		HALF TERM	
02/11/26		Unit 4 – Programming in Scratch (Lessons 1-6 + 1 catch-up lesson)	Unit 4 assessment

Year 7 Long Term Scheme of Learning 2026-2027

Subject: Computer Science

09/11/26		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.		
16/11/26	Y7			
23/11/26	Y7			
30/11/26				
07/12/26				
14/12/26				
21/12/26	CHRISTMAS HOLIDAY			
28/12/26				
04/01/27		Unit 2 – Introducing spreadsheets (Lessons 1-6) 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.		
11/01/27				
18/01/27				
25/01/27				
01/02/27				
08/02/27				
15/02/27	HALF TERM			
22/02/27		Unit 2 – Introducing spreadsheets (2 catch-up lessons) Unit 6 - Programming in Python: Sequence (Lessons 1-3) 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.	Unit 2 assessment	
01/03/27				
08/03/27				
15/03/27				
22/03/27				
29/03/27	SPRING BREAK			
05/04/27				
12/04/27		Unit 6 - Programming in Python: Sequence (Lessons 3-6 + 2 catch-up lessons) Unit 5 – Computing components (Lessons 1-2) 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.	Unit 6 assessment	
19/04/27				
26/04/27				
03/05/27				
10/05/27				
17/05/27	Y7			
24/05/27	Y7			
31/05/27	HALF TERM			
07/06/27		Unit 5 – Computing components (Lessons 3-6 + 1 catch-up)	Unit 5 assessment	
14/06/27				

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28/06/27			
05/07/27			
12/07/27			