Curriculum plan: Computing

KS3

y7 Main Topics	HT1	HT2	HT3	HT4	HT5	HT6
	Intro to office 365	Scratch Coding	Computer Networks	Physical Computing Microbits	Spreadsheets	Computer Systems
	☀ Intro to AI	Edu Block Coding	Binary	Minecraft	☀ Job Uses	
	☀ Internet Safety		Pixel Art		Data Use	
Interleave		E-Safety	Systems Architecture	Programming	Data Applications	E-Safety
			AI (chomp cheese)			AI & Minecraft

Y8 Main Topics	HT1	HT2	HT3	HT4	HT5	HT6
	☀ Internet Safety & Legislation	Layers of Computers	Media Vector Graphics	☀ Developing for the Web	Intro to Python	Binary Representations
Interleave	Systems Architecture	Programming	Data Applications	E-Safety	Graphics Applications	Programming
		AI Technology	AI (image generation)			

Y9 Main Topics	HT1	HT2	HT3	HT4	HT5	HT6
	☀ Internet Safety & Legislation	Python Further	2D Animation	☀ Databases	Binary	☀ Networks
Interleave	Systems Architecture	Graphics Applications	E-Safety	Programming	Data Representation	Data Applications
			Further AI	LMM (Gemini) ocean method		E-Safety

Legend

- E-Safety
- Programming
- Systems Architecture
- Data Applications
- Graphics Applications
- Data Representation