

# Juniors Computing

Autumn 1

Communication  
and collaboration

Autumn 2

Spring 1

Webpage creation

Variables in games

Spring 2

Summer 1

Introduction to spreadsheets

3D modelling

END  
OF  
KS2

Sensing movement

Summer 2

# Year 7 Computing

Autumn 1

Clear messaging in digital media

Autumn 2

Spring 1

Programming essentials  
in Scratch - part I

Using media - Gaining  
support for a cause

Spring 2

Summer 1

Networks - from semaphores  
to the internet

Programming essentials  
in Scratch - part II

Summer 2

Year 8

Modelling data  
using spreadsheets

# Year 8 Computing

Autumn 1

Developing for the web

Autumn 2

Spring 1

Representations -  
from clay to silicon

Spring 2

Summer 1

Mobile app  
development

Media - Vector  
graphics

Summer 2

Year 9

Layers of  
computing systems

Introduction to Python  
programming

# Year 9 Computing

Autumn 1

Python programming  
with sequences of data

Autumn 2

Spring 1

Media - Animations

Data science

Spring 2

Summer 1

Representations  
- going audiovisual

Introduction to  
cybersecurity

Summer 2

Year 9

Developing physical  
computing projects