

AUTUMN 1

SLR 21 Thinking Logically (includes programming skills building)	SLR 13 Data Types	NEA – Programming Project (includes programming skills building)	SLR 2 Types of processor	Prior Learning KS3-4 Python programming,
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AUTUMN 2

SLR 25 Data Structures & Algorithms (includes programming skills building)	SLR 14 Data Structures	SLR 26 Data Structures & Algorithms (includes programming skills building)	SLR 15 Boolean algebra	Prior Learning KS4 Sorting and searching algorithms.
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SPRING 1

Unit 2 Exam preparation (reading, tracing and writing algorithms)	SLR 16 Computer Related Legislation	Unit 2 Exam preparation (reading, tracing and writing algorithms)	SLR 17 Ethical, moral and cultural issues	Prior Learning KS3/4: Living in a digital society.
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SPRING 2

Unit 1 Exam technique 8-12 mark questions	Unit 2 Exam revision			Prior Learning Exam preparation/technique.
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SUMMER 1

Unit 2 Exam revision	Unit 2 Exam revision			Prior Learning Exam preparation/technique.
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CAREERS LINKS

Software engineer, IT technician, software developer, programmer, games developer.

CHARACTER LINKS

Performance virtues of determination, motivation and perseverance are fostered through trial and error activities when accessing new information and skill. Critical thinking and judgement traits (intellectual virtues) are cultivated in all units of work.

KEY ASSESSMENT DATES

Students complete end of unit assessments for the following units: SLR21, SLR13, SLR2, SLR25, SLR14, SLR26, SLR15, SLR16, and SLR17. Assessments check skills, understanding and knowledge. Extra assessments e.g. mocks are also set in line with the school assessment calendar.