

## Year 7

Autumn Term 1 & 2	Spring Term 1 & 2	Summer Term 1 & 2
<p>E-Safety Standard ways of working, health and safety and exploring a range of e-safety issues.</p>	<p>Computing Fundamentals Use of computer models and types of computers, hardware and software, algorithms that reflect computational thinking.</p>	<p>Programming [Block-based] Using block-based programming to create and control sprites, use of variables and creating a short game.</p> <p>Endangered Animals Information Kiosk Purpose and use of interactive multimedia products, planning and creating an interactive multimedia product to inform and educate users.</p>

## Year 8

Autumn Term 1 & 2	Spring Term 1 & 2	Summer Term 1 & 2
<p>E-Safety Online conduct, digital footprint, cyber safety, responsible e-users and digital media.</p>	<p>Animated Story Use of interactive multimedia products and multimedia contents, planning and creating an interactive multimedia product using animated techniques.</p>	<p>Programming [Script-based] Using script-based programming to create a series of programs, use of variables, data types, selection and iteration (loop).</p> <p>Cryptography Purpose and use of cryptography and data encryption methods, use of secure systems for data transfer.</p>

## Year 9

Autumn Term 1 & 2	Spring Term 1 & 2	Summer Term 1 & 2
<p>Forensic Computing E-safety, legal issues relating to computer use and data, artificial intelligence, ethical and cultural issues and how computer systems are used in the modern World.</p>	<p>Database Management System Purpose and uses of databases, database techniques to build a robust data structure using validations, data manipulation and using reports to output specific data.</p>	<p>Programming [Script-based] Using script-based programming to create a series of programs, use of variables, data types, selection and iteration (loop), functions and lists.</p>