The Latimer Arts College Curriculum Year Overview

Subject: Computing and Digital Studies

	Year 7	**Year 8**	**Year 9**	**Year 10**	**Year 11**	**Year 12**	**Year 13**
Term 1	Introduction to Digital Studies and Skills Builder - Word	Skills Builder- Excel	Ethical, legal, cultural and environmental issues and data representation	Systems Architecture	Algorithms	Characteristics of contemporary processors / input output an storage devices	Elements of computational thinking and programming task
Term 2	Skills Builder Presentations	Python Programming and the Use of Robots	Data Representation	Memory and the difference between RAM and ROM	The use of variables, constants, operators, inputs, outputs and assignment	Software and software development	Problem solving and programming
Term 3	Social Media Safety and Desktop Publishing	Website Design	Programming Skills - variables, if else statements, loops, inputs and outputs	Storage	Defensive design considerations	Exchanging data and programming task	Algorithms and problem solving
Term 4		LAC Festival	Programming Skills - sequence, selection, iteration	Why is data represented in binary form	Characteristics and purpose of different levels of programming language	Data types and data structures	Programming task deadline and revision of topics in preparation to computer science exams
Term 5	Computer Systems		Programming Skills – mini project	Types of networks	Revision of topics in preparation to computer science exams	Exchanging data, algorithms and programming task	Revision of topics in preparation to computer science exams
Term 6	Introduction to Computer Science	Gaming Production	Hardware and Software - components of a computer.	The purpose and functionality of systems software		Legal, moral, cultural and ethical	