



Curriculum Map- Computer Science 2026-27



Below is a curriculum map, showing what is taught at each stage of the year.

	Term 1	Term 2	Term 3.
Year 7	Intro to Computer Science Touchtyping What makes a computer function	Programming Programming essentials using BBC Micro:bit Programming Constructs, Variables, and Data Types using a block language	Networks and the Internet Introduction to computer networks, how data is transmitted and the development of the internet
Year 8	Digital media representations Photopea, learning how audio and visual information is stored as binary.	Introduction to Computer System Investigating the 3 layers of Hardware, Software and Operating System	Binary An introduction to binary digits and how they can be used to represent text and numbers.
Year 9	Programming Python programming to process data -building on selection and iteration structures learned in Y8, work with data in sequences, lists and strings.	Cyber Security Preparing students to be able to spot scams and other malware.	Data Science Using data from local and global data sets, investigating problems and making changes.
Year 10	Exploring User Interface Design Principles and Project Planning Techniques (Component 1) Interface Design and Development for individuals and organisations, Project Planning and Interface Reviews.		Collecting, Presenting and Interpreting Data (Component 2) Data Collection and the impact on individuals. Data Processing and Modelling.
Year 11	Collecting, Presenting and Interpreting Data (Component 2) (Cont.) Data Processing (2) and Producing Summaries and Reports, incl Dashboards.	Effective Digital Working Practices (Component 3) Modern Technologies: Wireless Technologies and Cloud-based Computing. Impact of Modern Technologies: Collaboration, Accessibility, Inclusivity and Communications. Cyber Security: Threats to Data, Policies and the Impact of Breaches. Legal and Ethical Issues of technology and its use. Planning and Communication.	