

Curriculum Overview: Computing

The Computing Curriculum uses the National Centre for Computing Education’s computing taxonomy to ensure comprehensive coverage of the subject. This has been developed through a thorough review of the KS1–4 computing programme of study, and the GCSE and A level computer science specifications across all awarding bodies.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 9	<p>Image Editing with Photoshop</p> <p>Using Adobe Photoshop 2022 to digitally manipulate images and show what an image looks like before and after an effect is applied.</p>	<p>Cyber security: Threats and Preventions</p> <p>Identifying security threats to computer systems and how to put prevention methods in place.</p>	<p>Advanced Python programming</p> <p>Building on the programming constructs of sequence, selection, and iteration in Python to include arrays, sub programs and extended programs.</p>	<p>Networks: from semaphores to the internet</p> <p>Recognising networking hardware and explaining how networking components are used for communication.</p>	<p>Data Representation</p> <p>Understand how instructions are stored and executed within a computer system. Understand how data of various types (including text, sounds and pictures) can be represented and manipulated digitally, in the form of binary digits.</p>	<p>Sound Editing with Audacity</p> <p>Using Audacity to apply effects to different examples of audio and then placing tracks of audio together to create unique songs and audio clips.</p>