

# 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
<b>Year 9</b>	<p><b>Advanced Digital Graphics - Image Editing with Photoshop</b></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><b>Networks: from semaphores to the internet</b></p> <p>Recognising networking hardware and explaining how networking components are used for communication.</p>	<p><b>Advanced Python programming</b></p> <p>Building on the programming constructs of sequence, selection, and iteration in Python to include arrays, sub programs and extended programs.</p>	<p><b>Advanced Python programming</b></p> <p>Building on the programming constructs of sequence, selection, and iteration in Python to include arrays, sub programs and extended programs.</p>	<p><b>Game Development</b></p> <p>Understand how to design and code a 3d game using Gamemaker/Construct</p>	<p><b>Sound Editing with Audacity</b></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>