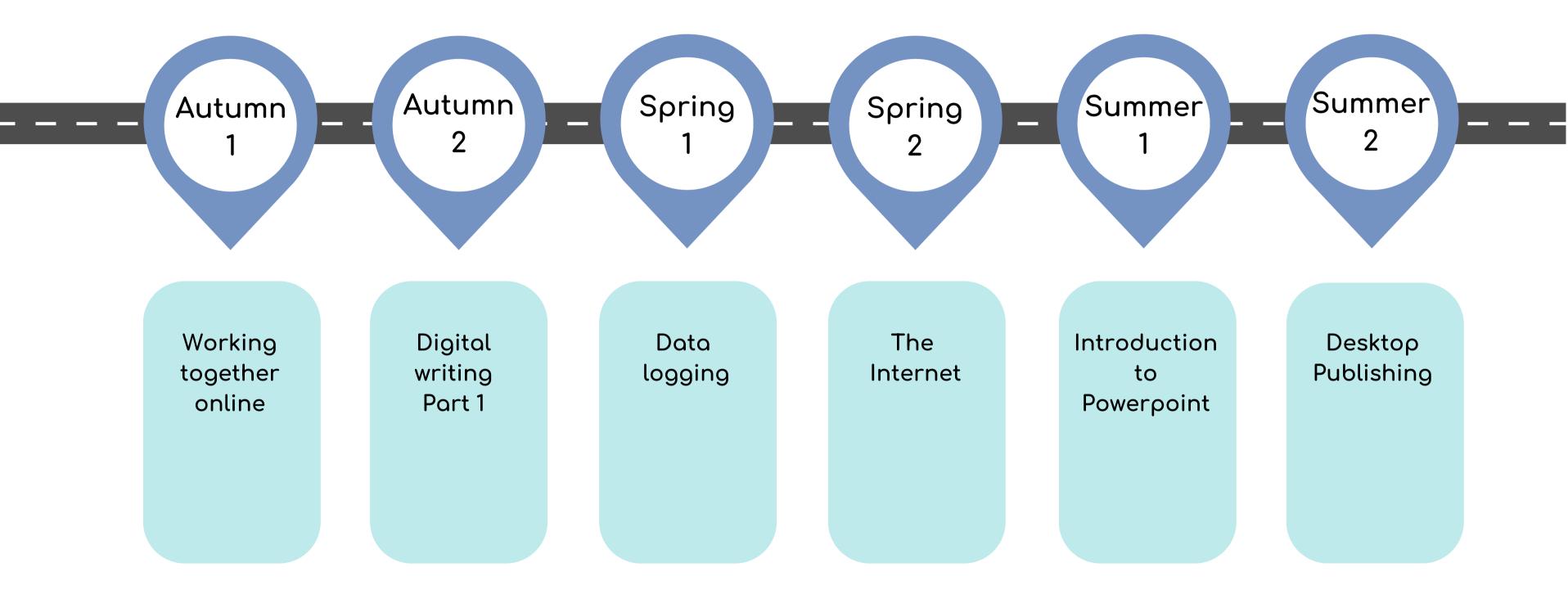
Computing: Lower KS2











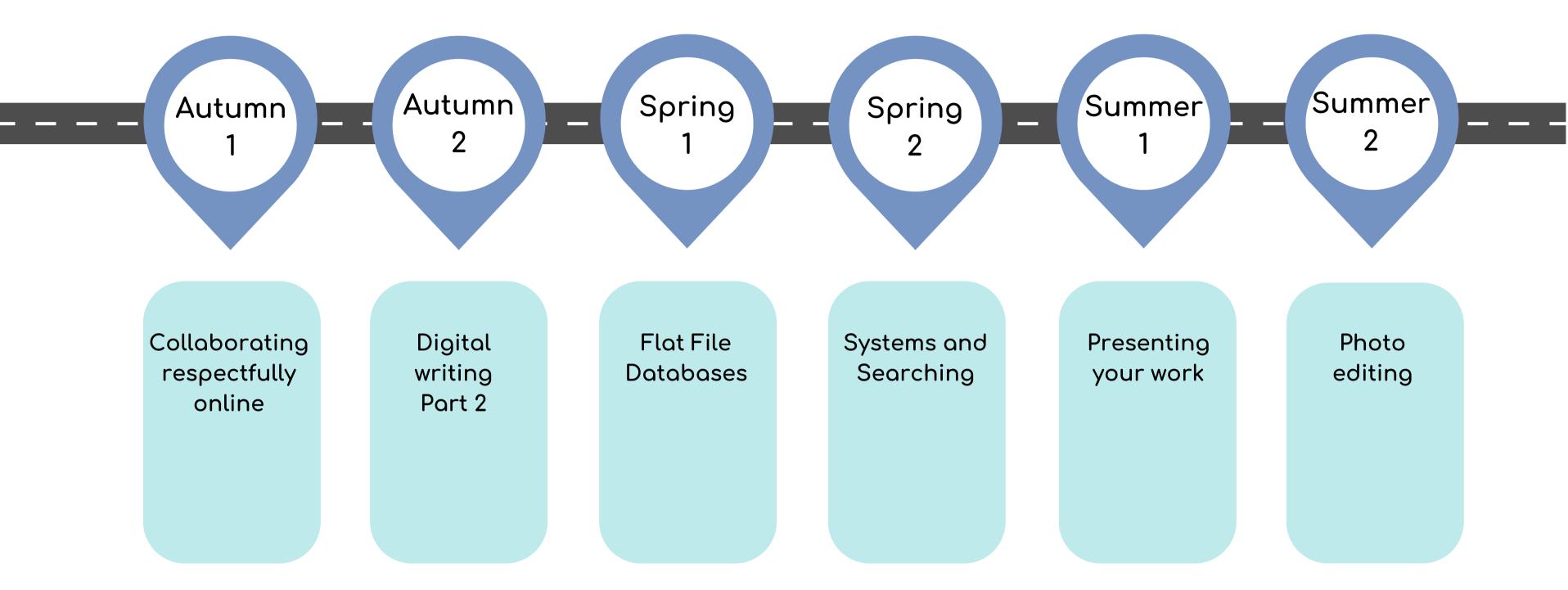








Computing: Upper KS2











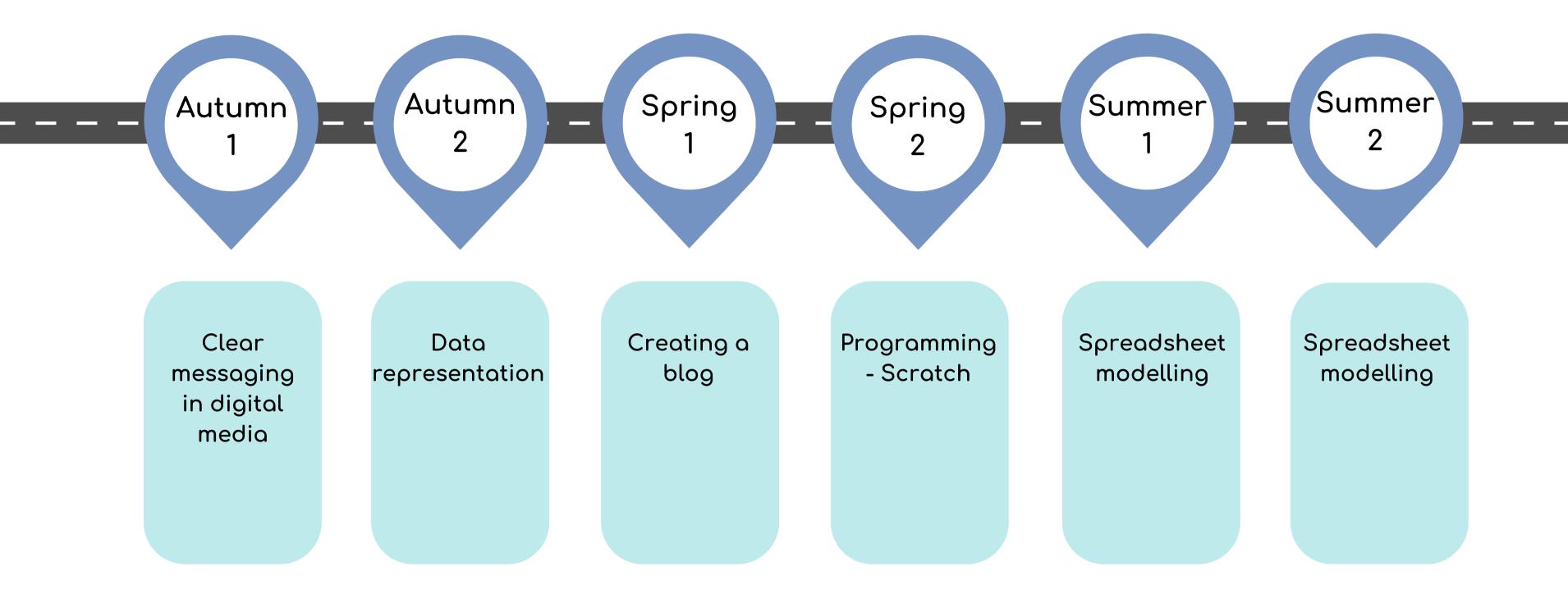








Computing: Year 7











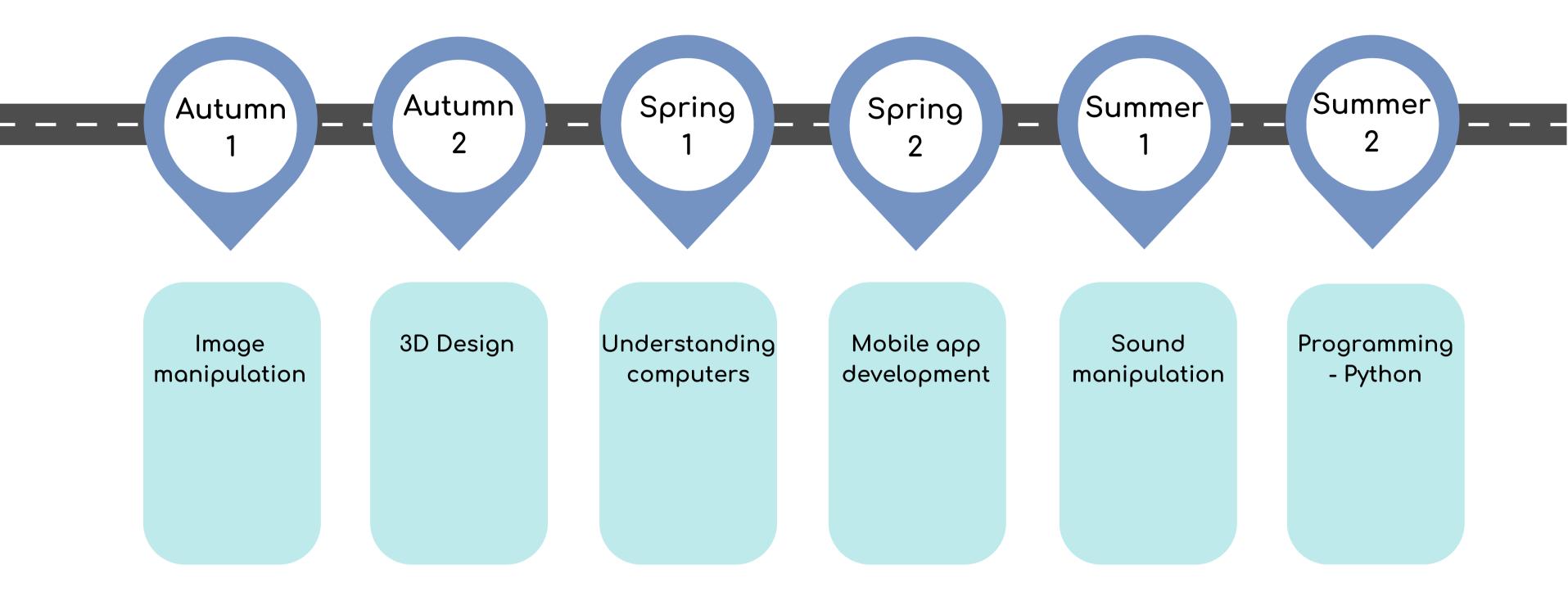








Computing: Year 8











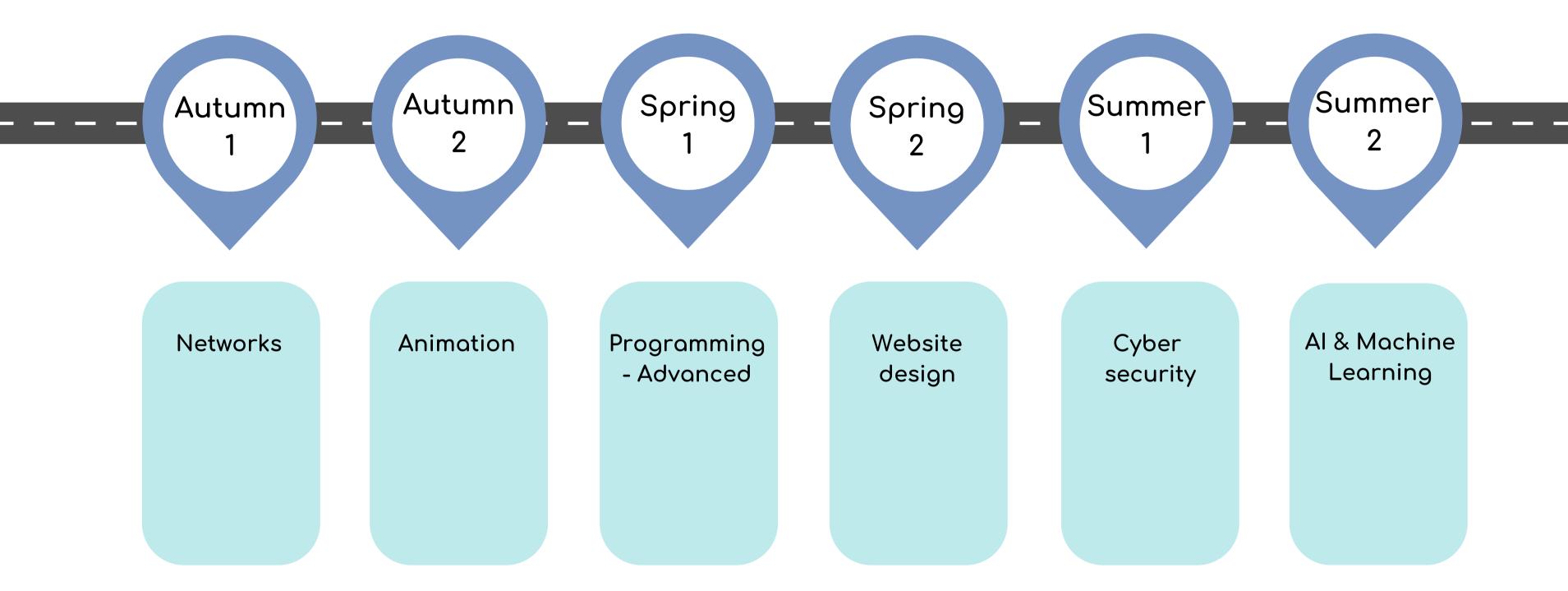








Computing: Year 9















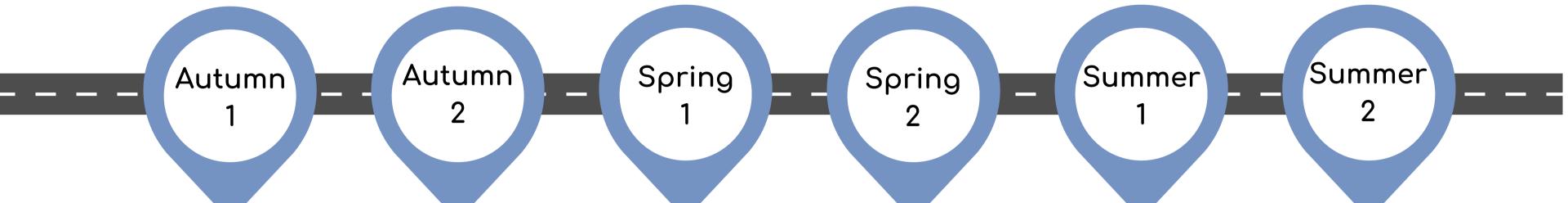




Undershaw ^U

Computing: Year 10

GCSE



Boolean logic

Data Storage and Units

Practical Programming

Data storage & Compression

Computational thinking

Designing, Creating & Refining Algorithms Architecture of the CPU

CPU Performance

Programming Fundamentals

Data types

Embedded systems

Primary & Secondary storage

Additional Programming techniques

Secondary storage

Network & Topologies

Practical programming skills

Networks & Topologies

Networks, Protocols & Layers

Mocks - Exam prep











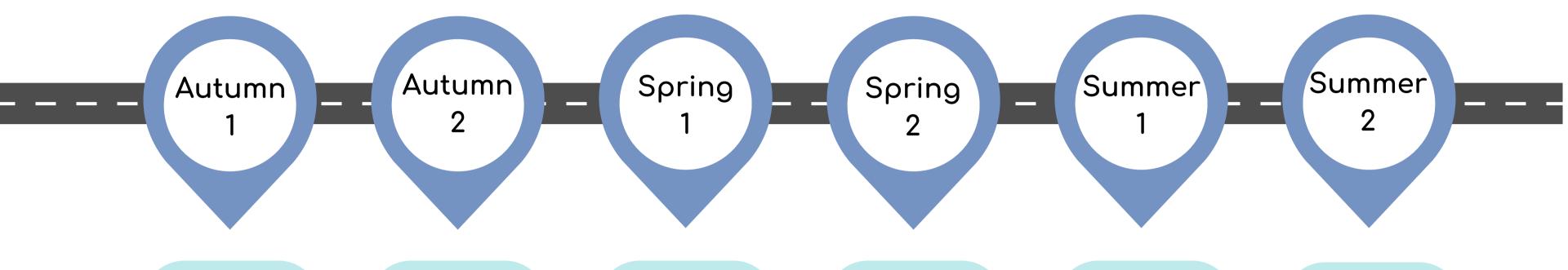






Computing: Year 11

GCSE



Network security

Operating systems

Defensive Design

Utility software

Impacts of Digital Technology

Errors & Testing

Language & IDE

Programming Revision

Searching & Sorting Algorithms

Searching & Sorting Practical Mocks

Theory,
Programming
& Practical
Programming
Revision

Mocks

Revision

Exams

Revision

Exams

















Eliminating the impossible

Computing: Post 16

