YEAR 7-11
COMPUTER SCIENCE

YEAR GROUP	CURRICULUM
7	- Autumn 1 - Clear message in digital media - Autumn 2 - Networks: from Semaphores to the Internet - Spring 1 - Programming essentials in Scratch Pt.1 - Spring 2 - Modelling using spreadsheets - Summer 1 - Programming essentials in Scratch Pt.2 - Summer 2 - Using Media - gaining support for a cause
8	- Autumn 1 - Media - vector graphics - Autumn 2 - Layers of a computer system - Spring 1 - Developing for the Web - Spring 2 - Representations - From clay to silicon - Summer 1 - Mobile App Development - Summer 2 - Introduction to Python
9	- Autumn 1 - Python Programming with sequences of data - Autumn 2 - Media - Animations - Spring 1 - Data Science - Spring 2 - Representations - going Audiovisual - Summer 1 -Introduction to Cybersecurity - Summer 2 - Applying programming skills with physical computing
10	- Systems Architecture - Memory and Storage - Computer Networks - Network Security - Systems Software - Ethical, Legal, Cultural issues - Programming
11	- Algorithms - Programming fundamentals - producing robust programs - Boolean logic - Programming languages
Year 11 - NCFE	- Interactive media products - Audience - Software and Hardware - Product proposals - Developing media products - Promotion and presentation - Review of production

THE HAMBLE SCHOOL
ACHIEVING EXCELLENCE TOGETHER