Chosen Hill School – Computing Department												
(Curriculum Overview – 2021-2022)												
6 Transition Unit	Post KS2 SATs : Bridging unit which is packaged and delivered to primary skills as a self-contained unit using no specialist software and requiring no specialist expertise Basic Game Design – Sprite Graphics / Scratch or Kodu Follow up in Intake day – Possibility of X –Curricular links with Art / Maths on the day – (Assessment of task informs progression on units)											
	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6 Term 6						
7 Foundation Intro to network Office 365 Email Sharepoint Baseline Assessment Pathway	Topic Introduction to CHS ICT • Working collaboratively • E-safety • Using Office 365/SharePoint • 'Heroes' presentation Assessment Summative Assessment (Forms/Satchel) Self/Peer Evaluation Term 1 Topic	Topic Spreadsheet Modelling (Harry Plotter) Outcomes Create formulae Spreadsheet formatting Charts/graphics Model and analyse data Assessment Forms Quiz Term 2 Topic	Topic Vector Graphics (Inkscape – Teach Computing Unit) Outcomes Working with shapes and lines Nodes Fill and stroke properties Union/Difference/Intersection Assessment Forms Summative Quiz Term 3 Topic	Topic Understanding Computers Outcomes Computer Systems FDE Memory/Storage Binary Assessment Forms Summative Quiz Term 4	Topic Non-linear Presentations Outcomes Hyperlinking slides Quiz research Peer Feedback Assessment Self/Peer Evaluation Terr	Topic Scratch Basics Outcomes Basic programming constructs: Sequencing Selection Iteration Variables Assessment Forms Quiz/ End of Year ms 5-6						
ð	Algorithms (PG Computational Thinking /Flowol) Outcomes Use of flowchart symbols Programming constructs Computational thinking Assessment Assessment task (in class)	Introduction to web design Outcomes Use of web design software to create site structure Hyperlinks Multimedia content Assessment Self/Peer Evaluation	Text-based programming (Small Basic) Outcomes Write and run programs in Small Basic Identify and correct syntax errors Use variables Selection and iteration Assessment Summative Assessment (worksheet)	Networks (PG Online) Outcomes Types of network Topologies Network security Assessment Forms Summative Quiz	Computer Game Planning & Design Outcomes Working to a brief Planning game flow Designing sprites & backdrops Creating and testing code Assessment Self/Peer Evaluation							
Pathway	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6						
9 іст	Topic Graphics: Bitmap/Vector (iMedia taster) Outcomes Differences between bitmap/vector graphics creation and storage; compression. Working to a brief Pre-production documents Asset table Create movie poster – bitmap skills Evaluate against brief Assessment Final graphic & evaluation	Topic Python First Steps (PG Online) Outcomes Input/Output Data types Selection/Iteration	Topic Pre-Production Documents (R081) Outcomes Creating mind maps, mood boards and visualisations Health and Safety Camera Angles Scripts and Storyboards Assessment Past paper questions/2021 TAG Assessment	Topic Cyber Security (Teach Computing) IDEA Cyber Badges Outcomes Types of threat Preventing vulnerabilities Network policies Assessment Summative Assessment (Teach Computing)	Topic Python Next Steps (PG Online) Outcomes Lists Loops Procedures Functions Assessment Assessment Portfolio	Topic Interactive Multimedia Presentation/ Audio activities (e.g. R088 Practice, Lyric Video) Outcomes Working to a brief Referencing sources Site structure planning Linking slides/Navigation system Embedding multimedia assets Resource table Evaluation against brief Assessment Self/Peer Evaluation						

	Term 1		Term 2	Term 3	Term 4	Term 5	Term 6
10 Computing Pathway	Topic 1.1 Systems Architecture 2.6 Data Representation 2.1 Algorithms Marking Point Portfolio/ Learning Grid 1.1 Exam Assessment Examinations fed into central tracking grid		Topic1.2Memory / 1.3Storage2.6Data Representation2.2ProgrammingMarking PointPortfolio / Learning GridAssessmentPortfolio / Examinations fed into central tracking grid	Topic 1.4 Networks 2.3 Robust Programmes Marking Point Portfolio / Learning Grid Assessment Portfolio / Learning Grid Examinations fed into central tracking grid	Topic 1.6 Systems Security 2.4 Computational Logic Marking Point Portfolio / Learning Grid Assessment Portfolio / Examinations fed into central tracking grid	Topic 1.8 Ethical 2.3 Robust Programming Marking Point Portfolio / Learning Grid Assessment Portfolio / Examinations fed into central tracking grid	Topic NEA Programming Marking Point Completion of exam board NEA programming task – (20 hours required Assessment Completion of NEA – Assessed and returned to inform progress on Paper 2
11 Computing Pathway	Topic NEA Programming Marking Point Completion of exam board NEA programming task – (20 hours required Assessment Completion of NEA – Assessed and returned to inform progress on Paper 2	Topic 1.1 Systems Architecture Marking Point Exam1 Assessment Portfolio / Exam1	Topic1.3Memory / 1.3Storage2.5TranslationsMarking PointExam 2AssessmentPortfolio / Exam 2Exam Paper topic focus	Topic 1.4 Networks / 1.5 Topologies Protocols / layers 2.6 Data Representation Marking Point Exam 3 Assessment Portfolio / Exam 3 Exam Paper topic focus	Topic 1.6 Systems Security / 1.7 System Software 1.8 Ethical / Moral / Legal Marking Point Exam 4 Assessment Portfolio / Exam 4 Exam Paper topic focus	Topic 1.1 Systems Architecture Marking Point Exam 5 Assessment Portfolio / Exam 5 Exam Paper topic focus	Topic 1.1 Systems Architecture Marking Point Exam 6 Assessment Portfolio / Exam 6 Exam Paper topic focus