

Learning overview for: Computer Science			Year group: 9	
Term	Key topics / scheme of work	What most pupils will learn (Prior assessment may alter starting point & content)	Key skills used	How will this learning be assessed?
Unit 1	E-safety animated film	How to stay safe online, revisiting our department focusses for esafety. The importance of communicating safely and respectfully online. To understand the legal and ethical issues surrounding the sharing of inappropriate content.	Presenting selected digital content for purpose and audience. Combining digital components.	Quality of outcome. E-safety quiz, progress check test.
Unit 2	Computer control	Independently produce a flowchart for a log flume using advance pseudocode. Represent solutions using a structured notation-using flowchart symbols to various challenges.	Flowcharts, dataflow and pseudocode.	Progress check test, Flowol and algorithms test
Unit 3	Event Interface	Creating an effective digital product that suits audience and purpose. Consider the properties of media when importing them into digital artefacts. Creating an Interface for a big event.	Embedding images, videos, maps, html skills.	User interface and accessibility quiz.
Unit 4	My Phone My PC	Hardware of a phone and PC, CPU characteristics, binary representation of text, image and sound.	Binary representation, developing knowledge of hardware and the role it plays in a system.	Past GCSE questions and key word quizzes.
Unit 5	Python	Advanced Python skills, all coding constructs, fixing syntax errors, using pseudocode.	Sequence, selection and iteration.	Outcomes, progress checks and quizzes.