



Key
Algorithms & Programming
Data Representation & Logic
Hardware, Software & Networking
IT & Digital Literacy

Computer Science KS3: Long term overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 9 (AAL)	9.1 Game Development		9.2 Advanced Data Representation		9.3 Algorithms & Programming	
Homework	9.1 Game Design Creative Homework.docx	9.1 Game Design Creative Homework 2.docx	9.2 Advanced Data Representation Creative Homework.docx	9.2 Advanced Data Representation Creative Homework 2.docx	9.3 Algorithms and Programming Creative Homework.docx	9.3 Algorithms and Programming Creative Homework 2.docx
Staff Responsible	<u>FHM</u>		<u>FHM</u>		<u>FHM</u>	
Year 8 (ATU)	Unit 8.1 Networks & Security		8.2 Algorithms & Programming		8.3 Graphics and Ethics	
Homework	8.1 Networks and Security Creative Homework 1.docx 8.1 Networks & Security	8.1 Networks and Security Creative Homework 2.docx	8.2 Algorithms & Programming Creative Homework.docx	8.2 Algorithms & Programming Creative Homework 2.docx	8.3 Graphics and Ethics Creative Homework.docx	8.3 Graphics and Ethics Creative Homework 2.docx
	<u>ATU</u>		<u>ZCH</u>		<u>FHM/AAL</u>	



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Year 7 (ZCH)	7.1 Digital Skills	7.2 Computer Systems	7.3 Computer Control with Flowol	7.4 Scratch Programming	7.5 Introduction to Python Programming	7.6 Data Representation
Homework	7.1 Digital Skills Creative Homework.docx	7.2 Computer Systems Creative Homework.docx 7.2 Computer Systems	7.3 Computer Control Homework.docx	7.4 Programming with Scratch Creative Homework.docx	7.5 Python Programming Creative Homework.docx	7.6 Data Representation Creative Homework.docx
Staff Responsible	<u>AAL</u>	<u>AAL</u>	<u>ATU</u>	<u>ATU</u>	<u>ZCH</u>	<u>ATU</u>
Extra Curricular		Coding club	Micro Bit Projects	Pi Projects	Lego Mindstorm Robotics	Web Development
Staff Responsible						



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GCSE Computer Science KS4: Long term overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 11 CS	1.6 Ethical, legal, cultural and environmental impacts of digital technology	2.3 Producing robust programs	Programming "Project"	01 Computer Systems Revision	02 Computational thinking, algorithms and programming Revision	
	2.2 Programming fundamentals	Paper 1 and 2 Revision				
Staff Responsible	ATU	ATU	ATU	ATU	ATU	
Year 10 CS	1.1 Systems architecture	1.2 Memory and storage	1.2.4 Data Representation	1.3 Computer networks, connections and protocols	1.4 Network security 1.5 Systems software	2.4 Logic 2.5 Languages, and IDE
	2.2 Programming fundamentals	2.2 Programming fundamentals	2.1 Algorithms	2.1 Algorithms	Paper 1 Interleaved Revision	Paper 2 Interleaved Revision
Staff Responsible	AAL	AAL	AAL	AAL	AAL	AAL



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Creative iMedia: Long term overview 2026-27 Current

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 11 iMedia ICT	R099 – Digital Games	R099 – Digital Games R093 – Revision / Exam skills	R093 – Revision / Exam skills	Resit and submissions	Resit and submissions	
Staff Responsible	AAL	AAL	AAL	AAL	AAL	AAL
Year 10 iMedia ICT	R093A - Media Industry & product design R094 – Visual Identity Planning	R093B/C - Pre-production planning/ Legal issues & distribution R094 – Digital Graphic Planning	R094 - Visual identity and digital graphic development + R093 content	R094 - Visual identity and digital graphics + R093 content	R094 - Visual identity and digital graphics + R093 content	R099 – Digital Games + R093 content
Staff Responsible	AAL	AAL	AAL	AAL	AAL	AAL



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R093	R094	R099
Autumn 1 A Topic 1 - Sectors and products of the media industry A Topic 2 - Job roles in the media industry A Topic 3 - Purpose style content and layout KPoW + Assessment + WCF Autumn 2 A Topic 5 - Research A Topic 6 - Media codes A Topic 7 - Cameras and lighting B Topic 4 - Scripts Assessment + WCF Spring 1 B Topic 5 - Storyboards B Topic 8 – Hardware and software C Topic 2 - Intellectual property C Topic 3 - Health and safety C Topic 4 - Distribution platforms and media	Autumn 1 A Topic 4 - Client requirements and audience R094 Practical - Design a Visual Identity R094 Practical - Justify your design choices Contingency Autumn 2 B Topic 6 – Visualisation diagrams and asset logs C Topic 1 - Legal issues and regulation R094 Practical - Show what your intended digital graphic product will look like C Topic 5 - File formats R094 Practical - Identify the details of assets to be used including permissions MY Assessment Spring 1 R094 Practical – Visual Identity development R094 Practical – Preparing Assets R094 Practical – Digital graphic development Spring 2	B Topic 1 - Workplans B Topic 2 – Mind maps B Topic 3 – Mood boards B Topic 7 – Wireframes and flow charts



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A Level : Long Term Overview

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 12	Component 1	1.1.1 Structure and function of the processor 1.1.2 Types of processor 1.1.3 Input, output and storage Super Curriculum: Tkinter	1.2.3 Software Development 1.4.1 Data Types Super Curriculum: Pygame	1.4.2 Data Structures 1.2.1 Systems Software Super Curriculum: TBC OR OOP practice	1.2.2 Applications Generation Super Curriculum: TBC	1.2.4 Types of Programming Language 1.3.1 Compression, Encryption and Hashing Super Curriculum: TBC	
	Component 2	2.2.1 Programming techniques	2.1 & 2.2.2 Computational thinking & methods 2.3.1 Algorithms (a), (b), (c) & (d)	2.3.1 Algorithms (e) & (f) Revision for MY (Spr2) Begin NEA Analysis	Begin NEA Design	Begin NEA Implementation Revision for EY (Sum2)	
Staff Responsible							
Year 13	Component 1	1.2.2 Applications Generation 1.2.4 Types of Programming Language 1.3.1 Compression, Encryption and Hashing	1.3.2 Databases 1.3.3 Networks	1.3.4 Web Technologies 1.5.1 Computing related legislation 1.5.2 Moral and ethical Issues	Revision	Revision	
	Component 2	Complete NEA Implementation Revision (MY Aut2)	Complete NEA Evaluation & Final Submission Revision	Revision Final NEA Feedback & Marks	Y13 EY Revision	Revision	



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Staff Responsible							