KENTON SCHOOL LEARNING JOURNEY – COMPUTER SCIENCE



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 7	Computer Basics & Hardware		Computer Software & Safety		Scratch Programming	
	The basics of computer use (logins, documents,		The function of different software types,		An introduction to a wider range of	
	folders etc) along with the function/parts of		the legal/ethical issues of Computing and		programming tools in Scratch (including a	
	the processor and the function of the different		the methods for ensuring online safety.		presentation of a program in PowerPoint).	
	memory and storage devices.					
Year 8	Representation & Boolean Logic The digital storage of numbers, text, images, and sound along with the creation of logical		Networks & Safety The structure and function of network		Writing Algorithms Writing algorithms using pseudocode and	
			types and devices along with the basics of		flowcharts and testing/tracing those	
	cire	cuits.	network security/online safety.		algorithms.	
Year 9	Python Programming An introduction to a wider range of		Standard Algorithms		Programming Project	
			An introduction to sorting and searching		The planning, creation, and evaluation of a	
	programming tools in Python.		algorithms and encryption.		programming solution in Python.	
Year 10	Programming	Programming	Algorithms &	Processing,	Data Representation	PPE Preparation &
	Techniques	Techniques	Robust Programs	Memory & Storage	& Revision	Programming Project
	The elements of	An introduction to a	Standard searching	The function/parts	The digital storage of	Revisions lessons for
	problem solving and	wider range of	and sorting	of the processor	numbers, text,	the Y10 PPE exams and
	an introduction to	programming tools in	algorithms and	and the function of	images and sound	the development and
	sequence	Python and SQL.	testing tools to	the different	along with the	testing of a Python
	programming in		assist in the creation	memory and	different number	solution.
	Python		of robust programs.	storage devices.	systems used.	Y10 PPE
Year 11	Networking	Software & Ethics	Boolean Logic &	Paper 2 Revision	Paper 1 Revision	Y11 Examinations
	The structure and	The function of	Paper 2 Revision	Revision lessons for	Revision lessons for	
	function of network	different software	The function and	GCSE Paper 2	GCSE Paper 1	
	types and devices	types and	combination of	including walking-	including walking-	
	along with the	programming tools and	Boolean logic gates	talking mock	talking mock lessons.	
	foundations of the	the legal/ethical issues	and revision lessons	lessons.		
	Internet and network	of Computing.	for GCSE Paper 2.	Y11 PPE 2		
	security.	Y11 PPE 1				

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Year 12	Computational	Programming	Language Types &	Data Types &	Hardware & Logic	Databases & the
	Thinking	Techniques &	Data Structures	Arithmetic	The function of the	Project
	The elements of	Algorithms	A comparison of the	The different	processor and a	An introduction to
	computational	An introduction to a	different types of	number systems	range of	database tools and the
	thinking and an	wider range of	programming	used in Computing	memory/storage	SQL language and an
	introduction to a	programming tools in	language and	(binary etc) along	devices and the	introduction to the
	range of	Python and the	abstract structure	with basic	purpose/use of	requirements of the
	programming	standard	for data storage.	arithmetic in those	Boolean logic	Computing project.
	techniques.	searching/sorting		systems.	circuits.	Y12 PPE
		algorithms.				
Year 13	Networks	Software	Application	Paper 2 Revision	Paper 1 Revision	Y13 Examinations
	The function and	The function of	Generation & Ethics	Revision lessons for	Revision lessons for	
	components of	different software	The function of a	GCE Paper 2	GCE Paper 1	
	networks along with	types and the differing	range of	including walking-	including walking-	
	an introduction to	methodologies used	programming tools	talking mock	talking mock lessons.	
	the function of the	when developing	and the legal/ethical	lessons.		
	Internet and basic	software.	issues of Computing.	Y13 PPE 2		
	HTML programming.	Y13 PPE 1				