Computing including GCSE Computer Science and iMedia (KS4)

	HALF TERM 1	HALF TERM 2	HALF TERM 3	HALF TERM 4	HALF TERM 5	HALF TERM 6
7	E-Safety	Computational Thinking	Digital Literacy – Basics	Spreadsheets	Digital Literacy – SAX Travel	Computing Theory
8	E-Safety	Data Representation	Computational Thinking Recap	Python for Beginners	Networks	AI / Kodu Programming
9	E-Safety	Python Next Steps	Vector Graphics and Comics	Photo Editing	Boolean Logic	Cyber Security
10	**Computer Science:** Systems Architecture, CPU, Embedded Systems **iMedia:** R093 Introduction to the Creative Media Industry and Media Sectors	**Computer Science:** Memory, Storage, Data Units, Compression **iMedia:** R093 Media Codes, Conventions and Visual Communication	**Computer Science:** Networks, Hardware, Topologies and Protocols **iMedia:** R094 Visual Identity Research and Planning	**Computer Science:** Network Security, Threats, Vulnerabilities and Prevention **iMedia:** R094 Visual Identity Creation and Development	**Computer Science:** Operating Systems, Utility Software, Ethical, Legal, Cultural and Environmental Issues **iMedia:** R094 Visual Identity Refinement, Evaluation and NEA Submission	**Computer Science:** Paper 1 Consolidation and Programming Fundamentals **iMedia:** R093 Examination Preparation and Retrieval Practice

11	**Computer Science:** Algorithms, Computational Thinking, Flowcharts, Pseudocode, Searching and Sorting Algorithms **iMedia:** R097 Interactive Digital Media – Research, Audience and Planning	**Computer Science:** Programming Techniques, Variables, Selection, Iteration and Arrays **iMedia:** R097 Interactive Digital Media – Asset Creation and Development	**Computer Science:** Producing Robust Programs, Testing, Validation and Defensive Design **iMedia:** R097 Interactive Digital Media – Product Construction, Testing and Evaluation	**Computer Science:** Boolean Logic, Logic Gates and Truth Tables, Data Representation **iMedia:** Revision, Mock Analysis and Intervention	**Computer Science:** GCSE Computer Science Revision and Examination Preparation **iMedia:** Final R093 Revision and Examination Preparation	

Scope:
The Computing curriculum at South Axholme Academy provides students with a broad and balanced understanding of digital technology, computer science and information technology. Students develop knowledge and skills in digital literacy, computational thinking, programming, cyber security, networks, data representation and digital media.

Rigour:
Students are challenged to think logically, solve problems systematically and apply technical knowledge in a range of contexts. Retrieval practice, assessment and practical application ensure knowledge is retained and built upon over time.

Sequencing:
The curriculum has been carefully sequenced to ensure that students develop secure foundations before progressing to more complex concepts. Key Stage 3 establishes digital literacy, online safety, computational thinking and programming knowledge. In Key Stage 4, students build upon these foundations through the OCR J277 GCSE Computer Science course, beginning with Computer Systems topics before progressing to Algorithms and Programming. This sequence ensures that students develop the knowledge, skills and confidence required for success in GCSE Computer Science and beyond.

Coherence:
Key concepts such as computational thinking, digital responsibility and problem solving are revisited throughout the curriculum.