	the different layers in computing, from programs and the operating system, to the physical components that store and execute these programs, to the fundamental binary building blocks that these components consist of.		logical step between Scratch and Python. They will use Small Basic to code solutions to given problems with increasing complexity.	data safe both in and out of school. They must also understand their ethical responsibilities regarding their conduct towards others and their respect of intellectual property when using copyright materials. Pupils may experience sexting, grooming or cyberbullying and need to be able to report concerns about their digital activity to a responsible adult.	and manipulate a spreadsheet, using data to model different scenarios. Pupils must be taught to undertake

and make valid improvements.	Scratch and Python, which pupils will study in Y8 and Y9.	pupils don't understand the dangers associated with being online, they may leave a digital footprint that will stay with them for the rest of their lives, potentially impacting upon future education and emploment.	Spreadsheet software enables pupils to create simplified abstractions of real-life systems. The use of spreadsheet software and understanding of storage and manipulation of data will prep Y13.48

- Use and understand the need for tools specific to user needs and applications
- Review existing products to assess their suitability for purpose
- Create digital documents to meet a specification
- Compose respectful communications online
- Skills Builder:
  - when creating a blog which is formatted appropriately to meet the specific requirements
  - through class discussion and

hardware and software.

- Recognises the different types of software used in a computer system
- Understands the process of the FDE cycle
- Understands the need for an operating system
- Describes how hardware interacts within the FDE cycle
- Skills Builder:
  - through class discussion and

- Draws custom shapes
- Uses fill colour and gradient tools
- Combines shapes to create an image
- Manipulates existing images to achieve a given purpose
- Evaluates a product against success criteria
- Skills Builder:
  - when creating a blog which is formatted appropriately to meet the specific requirements

- Builds programs that implement algorithms to achieve given goals.
- Demonstrates how arithmetic operators, if statements, and loops, are used within programs.
- Declares and assigns variables.
- Knows that users can develop their own programs, and can demonstrate this by creating programs with increasing complexity.

‘Think, pair, share’ activities.

  - during class discussion and ‘Think, pair, share’ activities.

					that they have never used before	
Aspirations & Careers	¶ Pupils will gain an insight into the requirements of ICT/Computing based careers such as coding and data management ¶ Pupils will be offered the opportunity to enhance their computing skills at ‘Computing Club’. ¶ Online coding competitions open to all Pupils. ¶ Opportunity to attend ‘ICT Live’ visit to Disneyland Paris					