

## Curriculum Intent Statement for **Computer Science**

At Chase Terrace Academy we aspire for all of our students to achieve greater things than they ever thought possible.

We pride ourselves on being a warm and welcoming school that places community at the heart of everything we do. Our ambitious curriculum is enriching and inclusive, providing challenge and breadth for all. This empowers our students to become compassionate, confident and creative individuals who are resilient, respectful and equipped with a desire to take up a fulfilling role in society and the wider world.

In Computer Science we aspire to enrich students with a varied and deep understanding of computing developments, concepts and the impact of technology on our society and environment. Students learn a diverse range of skills such as programming in a range of languages and also study the theory behind the science of computing, the Internet and the ever-growing importance of our personal security and privacy. Ultimately, we aim to give students the knowledge and experience they need to study Computing to degree level, to use technology in their day to day lives or careers and to manipulate technology and tools to compliment almost any future study or job.

### Curriculum Implementation Plan

Computer Science						
	Term 1.1	Term 1.2	Term 2.1	Term 2.2	Term 3.1	Term 3.2
<b>Year 7</b>	Unit 1 – Computing Skills		Unit 2 – Programming Using Small Basic		Unit 3 – The Ethical and Environmental Impact of Technology	
<b>Year 8</b>	Unit 1 – Algorithms and Binary	Unit 2 – Financial Education		Unit 3 – Networks and the Internet	Unit 4 – Advanced Small Basic Programming	
<b>Year 9</b>	Unit 1 – Programming using VB	Unit 2 – Business		Unit 3 – Components of a Computer	Unit 4 – Image manipulation	
<b>Year 10</b>	1.1 – Systems Architecture	1.2 – Memory & 1.3 - Storage	1.4 – Networks & 1.5 – Topologies, protocols and Layers	1.6 – System Security & 1.7 – Systems Software	1.8 – Law, Ethics and Morals Mock Unit 1 Exam 2.1 - Algorithms	2.4 – Computational Logic 2.6 – Data Representation
<b>Year 11</b>	2.2 – Programming Techniques and programming practice	2.3 – Robust Programming 2.5 – Translators and Facilities of Languages	Coursework & Revision	Revision	Exams	

