Computing Curriculum Overview

At **Lynch Hill Enterprise Academy**, our Computing curriculum equips students with the knowledge, creativity and digital skills needed to thrive in an increasingly technological world. From Year 7 to Year 11, students develop computational thinking, programming, digital literacy and problem-solving skills through a carefully sequenced curriculum that combines practical application with theoretical understanding. Learning is supported through regular retrieval practice, project-based activities and real-world scenarios that encourage creativity, resilience and independent learning.

Key Stage 3 (Years 7–9)

Our Key Stage 3 curriculum provides students with strong foundations in Computing while preparing them for further study at Key Stage 4.

Year 7

Students begin by developing their digital literacy and understanding how technology can be used safely and responsibly.

- Cyber safety and responsible online behaviour
- Digital communication and presentation skills
- Creating digital media and branding
- Block-based programming using EduBlocks
- Computational thinking and problem solving
- Introduction to spreadsheets and data handling

Year 8

Students build upon their programming knowledge by learning web development and spreadsheet modelling.

- Online safety and digital footprints
- HTML website development
- Web page design, navigation and accessibility
- Images, hyperlinks and tables
- Spreadsheet calculations and functions
- Charts, invoices, receipts and data analysis

Year 9

Year 9 prepares students for GCSE through a balance of practical programming and computer science theory.

- Python programming using IDLE
- Algorithms and computational thinking
- Computer systems and hardware
- Data representation and binary

- Databases using Microsoft Access
- Cyber security and online threats
- Operating systems and utility software

Programming projects and formal written assessments develop both practical and theoretical understanding.

Key Stage 4

Students can study either OCR GCSE Computer Science or the Pearson BTEC Tech Award in Digital Information Technology, depending on their chosen pathway.

OCR GCSE Computer Science

- Systems architecture and CPU performance
- Memory and storage
- Data representation
- Computer networks
- Cyber security
- Ethical, legal and environmental issues
- Algorithms and Python programming

Students regularly complete programming tasks, retrieval activities, mock examinations and exam-style questions to prepare for the OCR GCSE examinations.

Pearson BTEC Tech Award in Digital Information Technology

- User interface design
- Project planning techniques
- Data and information
- Spreadsheet modelling and dashboards
- Digital working practices
- Cyber security
- Communication technologies
- Modern technologies in the workplace

Students complete practical assignments alongside examination preparation, developing the knowledge and employability skills required for further study and careers within the digital sector.

Beyond the Classroom

Throughout the curriculum, students develop:

- Computational thinking
- Programming skills
- Creativity and innovation
- Digital communication

- Problem solving
- Data analysis
- Cyber security awareness
- Independent learning
- Teamwork and collaboration
- Responsible digital citizenship

Our aim is for every student to leave Lynch Hill Enterprise Academy as a confident, creative and responsible user of technology, prepared for further education, employment and the rapidly evolving digital world.