COMPUTING - Years 7 and 8

BEDE'S AMBITIOUS

CURRICULUM ROADMAP

Year 9

Programming and Robotics

Lesson 1: Recap of First steps in Python

Lesson 2: Variables and data types

Lesson 3: Selection

Lesson 4: Iteration

Lesson 5: Lists and iteration

Lesson 6: Python project

Industry Programming

Lesson 6: Python project

SUMMER TERM

Lesson 4,5 & 6 Coding Drones

Lesson 6: Python project

Representations

Lesson 1: Ancient writing

Online Safety

Lesson 6: Images in binary

Lesson 4: Binary numbers

Lesson 2: Codes and ciphers

Lesson 3: The Attention Economy

Lesson 2: Beyond the Surface

SPRING TERM

Lesson 3: Programming VEX

Lesson 2: VEX Movement

Lesson 1: Introduction to VEX

Lesson 5: Text in binary

Lesson 3: Introduction to binary

Lesson 1: The Permanent Profile

Lesson 3: Hardware Specialist

Lesson 2 Python Adventure Game

Lesson 4 Python Adventure Game

Lesson 5 Kitronic Arcade

Lesson 4 Kitronic Arcade

SUMMER TERM

Y8

AUTUMN TERM

Lesson 5: Hardware Specialist

Lesson 3 Python Adventure Game

Lesson 1 Python Adventure Game

Lesson 3 Kitronic Arcade

Lesson 1: Hardware Specialist

Lesson 2: Hardware Specialist

Lesson 4: Hardware Specialist

Programming Kitronic Games

Computing Systems and Networks

Lesson 1 Kitronic Arcade

Lesson 6 Microbit and cutebot

Lesson 3 Microbit

Lesson 1 Microbit

Lesson 5 Count-controlled iteration

SPRING TERM

Lesson 4 Operators

Lesson 2 Kitronic Arcade

Lesson 5 Microbit and cutebot

Lesson 4 Microbit

Lesson 2 Microbit

Lesson 6 Problem-solving

Lesson 3 Selection

Programming and Robotics

Lesson 2 Quick calculations

Lesson 4 tables and charts

Lesson 1 Online Safety

Lesson 1 Introduction to programming and sequencing

Intro lesson Mission to mars

Y7

AUTUMN TERM

Programming

Intro lesson Mission to mars

Lesson 1 Getting to know a spreadsheet

Lesson 3 Collecting data

Lesson 2 Online Safety

Lesson 3 Online Safety

Lesson 2 Sequence and variables

Modeling Data Spreadsheets

Online Safety