

Rise Computing Curriculum – Updated 1<sup>st</sup> Sep 2022

Year	Aut 1	Aut 2	Spr 1	Spr 2	Sum 1	Sum 2
Y5 & Y6	<p>E-Safety</p> <p>VLE introduction / revisiting</p> <p>Revisit touch typing</p> <p>Revisit Algorithms (Dancing Algorithms)</p>	<p>Preparation for Christmas: Christmas cards</p> <p>Purple Mash resources and virtual Advent calendar</p>	<p>Humanities Topic: current topic (Vikings) research and presentation using Interactive maps and Google Earth</p>		<p>Programming Purple Mash Code Chimp (revisit)</p> <p>Programming Purple Mash Code Gibbon (revisit)</p> <p>Programming Purple Mash Code Gorilla</p> <p>E-Safety</p>	
Y7	<p>E-Safety</p> <p>Unit 1 Presenting Information</p> <p>Part 1 Presentations</p> <p>Revisit – PowerPoint and Word</p> <p>All about me</p>	<p>Part 2 Desk Top Publishing</p> <p>Ass 1</p> <p>E-Safety</p> <p>VLE introduction / revisiting</p>	<p>Unit 2 Spreadsheets and Modelling</p> <p>Ass 2</p>		<p>Unit 3 Block Programming</p> <p>Part 1 Code.org (Blockly)</p> <p>Part 2 Microbits.</p> <p>Ass 3</p> <p>Microbit Piano (Time dependant)</p>	<p>Introduction to Python programming:</p> <p><a href="http://python.lgfl.org.uk/">http://python.lgfl.org.uk/</a></p> <p><a href="https://www.online-python.com/">https://www.online-python.com/</a></p>
Y8	<p>Unit 4 Computer Components and Binary</p> <p>Ass1</p> <p>E-Safety</p> <p>VLE introduction / revisiting</p>	<p>Unit 5 Control, Flowcharts and Algorithms</p> <p>Part 1 Control technology</p> <p>Part 2 The Friendship Algorithm</p> <p>Ass2</p>	<p>Unit 6 Programming with Scratch</p> <p>Ass3</p>			

Y9	<p>Unit 7 Programming with Python Ass3 (revisit and complete)</p> <p>VLE introduction / revisiting Ass1</p>	<p>E-Safety Unit 8: Critical Digital Literacy Ass2</p>	<p>Unit 9 Mobile App Project Design Unit 9 Mobile App Project Implementation</p>	<p>iMedia R094: Graphic Design</p>
Y10	<p>iMedia R094: Visual Identity</p> <p>VLE introduction / revisiting</p>	<p>iMedia R094: Visual Identity</p>	<p>iMedia R093: Creative iMedia in the media industry</p>	<p>iMedia R093: Creative iMedia in the media industry</p>
	<p>GCSE J277: Computer Systems</p> <p>1.1 Systems architecture 1.2 Memory and storage 1.3 Computer networks, connections and protocols</p> <p>Practical Programming</p>	<p>GCSE J277: Computer Systems</p> <p>1.4 Network security 1.5 Systems software 1.6 Ethical, legal, cultural and environmental impacts of digital technology</p> <p>Practical Programming</p>	<p>GCSE J277: Mock Exam Prep</p> <p>Practical Programming</p>	<p>GCSE J277: Mock Exam Prep</p> <p>Practical Programming</p>

Y11	iMedia R090: Digital Photography  VLE introduction / revisiting	iMedia R090: Digital Photography iMedia R082: Digital Graphics (improvements) iMedia R088: Digital Sound (improvements)	iMedia R081: Theory and exam prep iMedia R082: Digital Graphics (improvements) iMedia R088: Digital Sound (improvements)	iMedia R081: Theory and exam prep
Y10	GCSE J277: Computational thinking, algorithms and Programming  2.1 – Algorithms 2.2 - Programming fundamentals 2.3 - Producing robust programs  Practical Programming	GCSE J277: Computational thinking, algorithms and programming  2.4 - Boolean logic 2.5 - Programming languages and Integrated Development Environments  Practical Programming	GCSE J277: Exam Prep and Exam	
Y11	GCSE Computer Science at Logic (year 11) and at TRS (year 10) (selected pupils)			

CS: Computer Science

IT: Information Technology

DL: Digital Literacy