Year 7	Year 8	Year 9
Computer Basics Passwords Homework Logins – Quizlet Idea Email – Outlook and etiquette Teams E-Safety How to stay safe online Digital Footprint/Digital Footprints Computer Misuse Act	Data Representation fundamentals Binary Conversion - Bytes Binary Units Binary addition nibbles and bytes Hexadecimal	Data Representation – advanced Binary Conversion – Review/Recap Addition with Overflow Character Sets Images Sound Calculating File Size
Computational Thinking Decomposition Abstraction Pattern Recognition Bebra's Practice Bebra's Challenge (competition) Algorithms	Computational Thinking Computational Thinking Recap Bebra's Practice Bebra's Challenge (competition)	Computational Thinking Computational Thinking Recap Bebra's Practice Bebra's Challenge (competition) Networks What is a network? Types of networks? (hardware) LAN/WAN IOT
Computer Systems Computer Systems – IPOS Binary Conversions - nibbles Simple Logic Gates	Computer Systems Embedded Systems Vs General Purpose Hardware/Software/Utility/Application Logic Gates – Truth Tables	Cyber Security Data and Information Social Engineering Types of Hacking – ethical vs black hat

The CPU Hardware and Software AI Negatives of CS	History of Computers – Enigma – Encryption Difference between AI and Robots	Hacking prevention methods Types of Malware Prevention of Malware Legislation regarding Cyber Security Legislation regarding cyber security/CSA Ethical and moral implications of cyber crime
Networks What is network? Internet/WWW Linked to safer internet day Social Media IoT	Developing for the web – HTML Website building blocks words are not enough Taking shortcuts Searching the web Tightening the web searches (Boolean Logic) Navigating the web	
Programming Constructs – Block Based and Algorithms Inputs/Process/Outputs Flowcharts - IPO Flowcharts – decisions Variables and Outputs Sequence Selection Logical Operators Iteration	Programming Constructs –turtle Algorithms/Flowcharts Input/Variables Process /Outputs Data Types Sequence Selection Iteration - count Iteration – conditions	Programming Constructs – text Programming etiquette/comments Readability and efficiency IPO Selection Data Types Arithmetic Operators Selection Iteration - count Iteration – conditions

Developing for the web – Apps	Algorithms Searching and Sorting	SQL
What is an app? Why are apps popular? User interface Creating simple apps Reviewing the apps	Searching Algorithms Sorting Algorithms	What is SQL? How to read/interrogate a SQL database How to write SQL to query a SQL Database