



Computing Curriculum Map

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
Autumn	Term 1a											
	Term 1b											
	Computational Thinking Creative Media											
Spring	Term 2a											
	Term 2b											
	Programming Animation											
	IT Artificial Intelligence											
Summer	Term 3a											
	Term 3b											
	Networking Cryptography											
	Data Representation Boolean Logic and Processing											

Pupils are taught to question how computer systems work, what computers understand and how to use these systems creatively and responsibly. Through a curriculum of Computing, Digital Literacy and Information Technology, pupils are empowered to become more resilient, knowledgeable and effective problem solvers. Pupils are required to have a theoretical understanding but also study practical elements of study; the intention is to explore various programming languages and applications in order to suitable complete a range of successful projects and have a more holistic experience.