Computing Learning Journey



End of Year 13

Unit 15

Unit 12

Unit 3 Jan Exam

Unit 8 and 21

Unit 3

Year 13

Unit 17

Unit 2 June Exam

Unit 13

Unit 2

Unit 1 Jan Exam

Unit 6 and 9

Unit 1

Year 12

End of Year 11

R093

Final Unit

End of year 10

Final Unit

R094

R093

Year 10

End of Year 9

Year 8

Year 9

Year 7

Year 10

End of Year 11

Databases

Legal and Ethical

Cyber Security

Networks

End of year 10

Computer Systems

Data Representation

Algorithms and Programming

Useful Websites for Year 12 and 13
http://appinventor.mit.edu/
https://www.clickteam.com/clickteam-fusion-2-5

In the final weeks, students complete a project making a proposal of what mobile technology to use in a logistics company.

They also make a computer game!

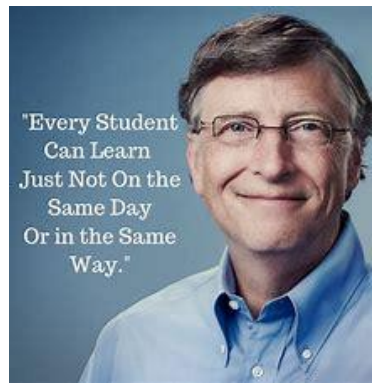
In the first term of Year 13, students look at the final exam unit. They study cyber security, threats and how security breaches are recorded.

Students also complete two more units of coursework where they project manage the production of websites for a client.

In the second term, students study for the next exam looking at information, how it is used and how it is kept safe, secure and trustworthy.

Students also complete the next piece of coursework looking at social media and making a proposal for a client.

To finish Year 12, students look at the Internet of Everything and come up with a proposal for a company to develop.



In the first term of Year 12, students study for the first exam looking at hardware, software, binary, being ready to work, job roles and security measures.

Students also complete the first 2 units of coursework designing and creating an app for a client.

In Year 11 we learn the skills that underpin Computer Science. You will look at algorithms and how they link to Python.
To end the course there are two examinations.

Year 11 is a busy year with the end of the coursework and preparations for the exam.

Useful Websites for Creative iMedia
https://boost-learning.com/dashboard
Your teacher will tell you more about it.

Useful Websites for Computing
https://www.python.org/
https://student.craigndave.org/gcse-aqa-8525

Creative iMedia

Computing

In Year 10, you start learning some of the theory of Creative iMedia in industry. You will also complete the first piece of coursework about graphics. This is submitted to the exam board on 15th May. You will then start the final coursework unit that will depend on the interests of the group.

In Year 10 we look at the theoretical parts of the course. This includes computer networks and the protocols that are followed, cyber security and the legal issues effecting computer systems. We also look at databases. You will also look at how computers represent different types of data and how computer systems are made.

In Year 9 you will learn:
Cyber Security
Binary
Algorithms
Python
Business
App Creation

In Year 8 you will learn:
Social Media
Spreadsheets
Game Making
Python
Business
Graphics

In Year 7 you will learn:
How computers work
Spreadsheets
HTML
MicroBit
Business
Scratch



Ready to work

You will learn in Computing:

- Team work
- Problem solving
- Creativity
- Aiming high
- Presenting
- Leadership

Catholic Social Teaching

This is vitally important in Computing:

- Dignity
- Solidarity and Peace
- The Dignity of Workers
- The Option for the Poor
- Creation
- Community and Participation

Welcome to SJF Computing and ICT