Learning Journey | Computing
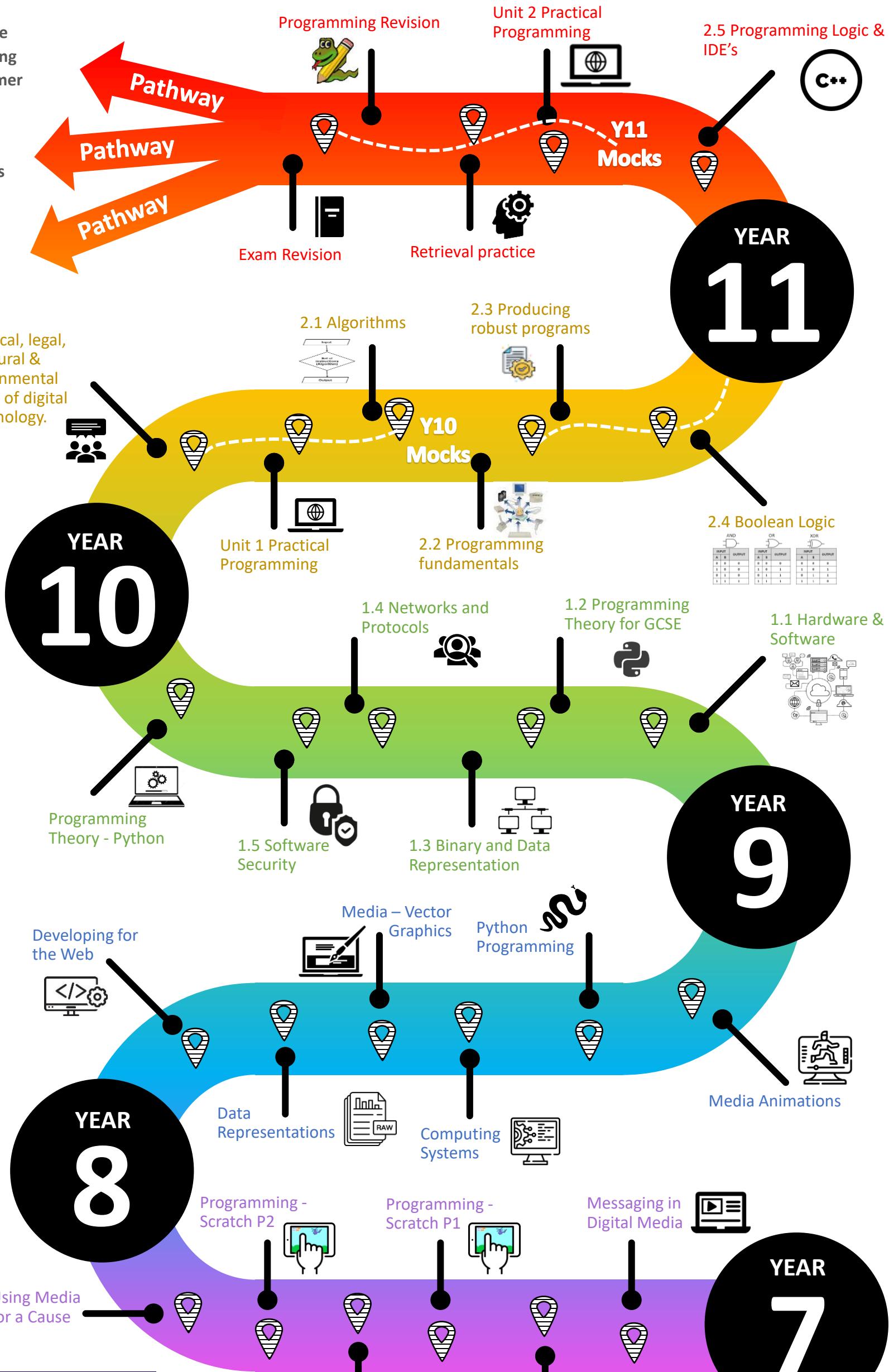
Pathways

Computing Science
Software Engineering
Computer Programmer
Web Developer

Pathway

A Level in Computing Science(requires maths Level 6+)

Pathway

T Level in Digital Production(requires maths Level 5+)

Pathway

YEAR 11

Programming Revision

Unit 2 Practical Programming

2.5 Programming Logic & IDE's

Y11 Mocks

Exam Revision

Retrieval practice

YEAR 10

1.6 Ethical, legal, cultural & environmental impacts of digital technology.

2.1 Algorithms

2.3 Producing robust programs

Y10 Mocks

Unit 1 Practical Programming

2.2 Programming fundamentals

2.4 Boolean Logic

YEAR 9

Programming Theory - Python

1.4 Networks and Protocols

1.2 Programming Theory for GCSE

1.1 Hardware & Software

1.5 Software Security

1.3 Binary and Data Representation

YEAR 8

Developing for the Web

Media – Vector Graphics

Python Programming

Data Representations

Computing Systems

Media Animations

YEAR 7

Using Media for a Cause

Programming - Scratch P2

Programming - Scratch P1

Messaging in Digital Media

Modelling Data (Spreadsheets)

Networks and Internet

Key:
Assessment

Potteries Educational Trust

National Centre for Computing Education