Lightcliffe Academy

Curriculum Overview
Computing & ICT

Lightcliffe
ACADEMY

A member of
ABBEY MULTI ACADEMY TRUST

Year 7...

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Online Safety and Cloud computing	Hardware and Software	Programming Scratch (and Robots)	History of Computers	Practical Programming – Microbit	Spreadsheet Basics

Year 8...

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Computational Thinking	Build a Paper Computer	Networks	Lego Robotics	Digital Marketing - Vector Images	Programming - Python

Year 9...

All Year 9
Artificial Intelligence and Programming (computer science) Or Advanced Spreadsheet Modelling (BTEC DIT)

Year 10 (computer science)...

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Data representation	Boolean Logic	Memory & storage	Systems architecture	Computer Networks, connections, and protocols	System software

Year 11 (computer science)...

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Ethical, legal, cultural impacts	Algorithms	Programming fundamentals	Producing robust programs	Programming languages and IDEs	Revision & Examinations

Year 10 (BTEC DIT)...

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
User Interface Design Principles	Project Planning Tools	Develop and review an interactive user interface for a given client	Investigate the role and impact of using data on individuals and organisations	Data Modelling Skills	Ways to effectively present data

Year 11 (BTEC DIT)...

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Different communication technologies	Cloud collaboration and computing	Why computer systems are attacked and ways to prevent	Restricting user access and protecting data	Forms of notation	Revision & Examinations