



COMPUTING CURRICULUM SEQUENCING

EXAM BOARD RATIONALE

The rationale behind choosing OCR GCSE in Computer Science is grounded in our commitment to shaping a positive future for our students. The OCR curriculum is renowned (and agreed with other TCAT schools) for its engaging and practical approach, which aligns perfectly with our mission to foster confidence, responsibility, and creativity in digital technology use. By emphasising core concepts in computer science, the course ensures that students not only understand theoretical principles but also apply them in real-world contexts. This hand-on experience in designing, writing, testing, and evaluating programs nurture problem solving skills, resilience, and computational thinking. Furthermore, the OCR GCSE equips our students with the knowledge, skills, and confidence to excel in further studies and careers in the digital age, ultimately contributing to their success in a rapidly evolving technological landscape.

The rationale behind choosing the BTEC Tech Award in Digital Information Technology is driven by our commitment to preparing students for a thriving future in the digital sector. This course offers a practical introduction to the digital industry, thereby fostering belief in students' abilities and personal characteristics. By equipping students with essential digital literacy, technical skills, and business understanding, they can achieve academic success and prepare for the demands of the modern workforce. The course supports our goal to see students succeed not only in school but also in contributing meaningfully to the digital economy, embodying resilience, problem-solving, and creativity.

KEY SUBJECT SKILLS

Assessment Objective	Descriptor
A01	Computational Thinking
A02	Problem solving
A03	Analytical Skills
A04	Creativity
A05	Digital Literacy
A06	Software/IT skills

BASELINE EXPECTATIONS

Knowledge and Skills Expectations

Key Stage 2

Year 6	Learners were taught: <ul style="list-style-type: none">• design, write and debug programs• use sequence, selection, and repetition in programs; work with variables and various forms of input and output• use logical reasoning to explain how some simple algorithms work• understand computer networks,• use search technologies effectively,• select, use and combine a variety of software• use technology safely, respectfully and responsibly.
---------------	--

Key Stage 3

Year 7, 8 and 9	Learners will be taught to: <ul style="list-style-type: none">• design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems• understand several key algorithms that reflect computational thinking• use 2 or more programming languages, at least one of which is textual, to solve a variety of computational problems; make appropriate use of data structures; design and develop modular programs that use procedures or functions• understand simple Boolean logic and some of its uses in circuits and programming; understand how numbers can be represented in binary, and be able to carry out simple operations on binary numbers• understand the hardware and software components that make up computer systems, and how they communicate with one another and with other systems• understand how instructions are stored and executed within a computer system; understand how data of various types can be represented and manipulated digitally, in the form of binary digits• undertake creative projects that involve selecting, using, and combining multiple applications to achieve challenging goals, including collecting and analysing data and meeting the needs of known users• create, reuse, revise and repurpose digital artefacts for a given audience• understand a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy; recognise inappropriate content, contact and conduct, and know how to report concerns
------------------------	---

Key Stage 4

Year 9 and 10	Learners will be taught to: <ul style="list-style-type: none">• develop their capability, creativity and knowledge in computer science, digital media and information technology• develop and apply their analytic, problem-solving, design, and computational thinking skills• understand how changes in technology affect safety, including new ways to protect their online privacy and identity, and how to report a range of concerns
----------------------	--

ASSESSMENT

Year	Formative	Summative	Calendar ed Term	Core Topics to be assessed – All assessments to feature retrieval
7	• Baseline Assessment	• Online form, teacher marked.	• HT1	• Range of topics taken from year 7 curriculum to ascertain prior knowledge and skills
	• 7.1 Clear messaging in digital media	• Self-assessment against a rubric	• HT2	• Range of skills across several pieces of software. Presentation, use of colours, text and evaluation skills.
	• 7.2 Excel (Spy School)	• Digital self-marking assessment	• HT3	• Excel skills, entering numbers and text, formatting data, choosing and using formulas and functions, sorting and filtering data, using comparative operators, using absolute and relative cell references, creating graphs and modelling data.
	• 7.3 Binary and Control	• Whole class feedback on final presentation	• HT3	• Introduction to binary representation of numbers. Range of skills across several pieces of software. Presentation, use of colours, text and evaluation skills. Knowledge of control technology.
	• 7.4 Programming essentials Pt1	• Self-assessment against a rubric	• HT4	• Use of sequencing, sub-routines, count controlled iteration, variables, operators and completion of at least one 'Explorer' task.
	• 7.5 Using Media	• Summative, multiple choice quiz and Self-assessment against a rubric.	• HT4/5	• Choose appropriate software, create content for a blog based on credible sources, apply referencing techniques that credit authors appropriately, design the layout of the content to make it suitable for the audience.
	• 7.6 Programming Essential Pt2	• Summative, multiple choice quiz and Self-assessment against a rubric.	• HT6	• Sequencing, variables, count controlled iteration, subroutines, condition-controlled iteration, evaluating the loop, lists, decomposition, problem-solving.
8	• 8.1 Do Aliens Exist?	• Formative assessment for literacy of questionnaire, formative assessment of plan, whole class feedback on final brochure.	• HT1	• Research methods, reliability and bias, data analysis using Excel, presenting information using DTP.
	• 8.2 Technology	• Self/peer assessment of worksheets, whole class feedback on development of computers poster and individual feedback on cloud computing presentation/ poster	• HT2	• Computer systems, hardware, software, history of computers, networks and cloud computing.
	• 8.3 Interactive Button Quiz	• Question planning marked for literacy, formative assessment of algorithm planning, peer and whole class feedback on final product.	• HT3	• Computational thinking, planning algorithms, sequence and selection of programming, graphic manipulation.

	<ul style="list-style-type: none"> 8.4 Computer Crime and Cyber Security 	<ul style="list-style-type: none"> Summative assessment – end of topic. 	<ul style="list-style-type: none"> HT4 	<ul style="list-style-type: none"> Email scams, computer misuse, protecting personal data, copyright, health & safety.
	<ul style="list-style-type: none"> 8.5 Representations, From Clay to Silicon 	<ul style="list-style-type: none"> Summative assessment quiz 	<ul style="list-style-type: none"> HT5 	<ul style="list-style-type: none"> Binary representations of text and numbers. Converting and adding binary numbers . File sizes
	<ul style="list-style-type: none"> 8.6 Introduction to Python Programming 	<ul style="list-style-type: none"> Final program to be formatively assessment and an end of unit summative assessment quiz 	<ul style="list-style-type: none"> HT6 	<ul style="list-style-type: none"> Input/output, arithmetic operations, randomness, selection, and iteration.
9	<ul style="list-style-type: none"> 9.1 Digital Literacy 	<ul style="list-style-type: none"> Whole class feedback on Fact Sheet 	<ul style="list-style-type: none"> HT1 	<ul style="list-style-type: none"> E-safety/Consequences, image manipulation, use of DTP.
	<ul style="list-style-type: none"> 9.2 Python Programming with sequences of Data 	<ul style="list-style-type: none"> Final project and end of unit summative assessment quiz. 	<ul style="list-style-type: none"> HT1 	<ul style="list-style-type: none"> Sequences, lists and strings. Operations on sequences of data. Selection, errors, creating lists, iteration, iteration on lists and strings, variables to keep track of counts and sums. Combine key programming language features to develop solutions to meaningful problems.
	<ul style="list-style-type: none"> 9.3 Data Science 	<ul style="list-style-type: none"> Self-assessment against a rubric End of Unit summative assessment. 	<ul style="list-style-type: none"> HT2/3 	<ul style="list-style-type: none"> How to use Data to investigate problems. Identifying patterns and trends in data. Problem solving
	<ul style="list-style-type: none"> 9.4 Developing for the Web 	<ul style="list-style-type: none"> Formative assessment of webpage and end of unit summative assessment quiz. 	<ul style="list-style-type: none"> HT3/4 	<ul style="list-style-type: none"> Understanding HTML and CSS and using it to create a web page. Using effective search technologies, using navigation.
	<ul style="list-style-type: none"> 9.5 Media Animations 	<ul style="list-style-type: none"> Self and peer assessment against a set of skills. 	<ul style="list-style-type: none"> HT4/5 	<ul style="list-style-type: none"> 3D animation creation through modelling, texturing and animating. Computational thinking.
	<ul style="list-style-type: none"> 9.6 Designing a User Interface 	<ul style="list-style-type: none"> Designs and final product assessed against BTEC Mark scheme 	<ul style="list-style-type: none"> HT6 	<ul style="list-style-type: none"> Plan and create a user interface for a given scenario taking into consideration audience needs, design principles, design psychology, and efficiency.
COMPUTER SCIENCE				
10	<ul style="list-style-type: none"> 1.1 Systems Architecture 1.2 Memory and Storage Practical Programming 	<ul style="list-style-type: none"> End of Unit assessments Assessments in Programming 	<ul style="list-style-type: none"> HT1 	<ul style="list-style-type: none"> The purpose of the CPU, CPU Performance, Embedded systems Primary & Secondary Storage, Units, Data Storage Programming fundamentals, selection and iteration
	<ul style="list-style-type: none"> 2.1 Algorithms Practical Programming 		<ul style="list-style-type: none"> HT2 	<ul style="list-style-type: none"> Computational thinking, Searching algorithms, Sorting algorithms, Algorithms * Flowcharts, Algorithms using pseudocode, Interpret, correct and complete algorithms. Programming Functions

	<ul style="list-style-type: none"> • 2.2 Programming fundamentals • Practical Programming 		<ul style="list-style-type: none"> • HT3 	<ul style="list-style-type: none"> • Sequence & Selection, Iteration, Arrays, Procedures & Functions, Records & Files, Introduction to SQL. • Programming Regular Expressions
	<ul style="list-style-type: none"> • 1.3 Computer Networks, connections & Protocols • Practical Programming 		<ul style="list-style-type: none"> • HT4 	<ul style="list-style-type: none"> • The Internet and wide area networks, Local are networks, wireless networking, client-server and P”P networks, Standards, protocols & layers. • Programming Using Lists, sorting lists
	<ul style="list-style-type: none"> • 2.4 Boolean Logic • Practical Programming 		<ul style="list-style-type: none"> • HT5 	<ul style="list-style-type: none"> • Simple logic diagrams using the operators AND, OR and NOT, Truth tables, Combining Boolean operators using AND, OR and NOT, Applying logical operators in truth tables to solve problems • Programming Reading files, writing files
	<ul style="list-style-type: none"> • 2.3 Producing robust programs • 2.5 IDEs • Practical Programming • Revision 		<ul style="list-style-type: none"> • HT6 	<ul style="list-style-type: none"> • Defensive design, Errors and testing, Translators and facilities, IDEs. • Programming Two-dimensional lists, programming techniques
11	<ul style="list-style-type: none"> • 1.4 Network Security • 1.5 Systems Software • Non Exam Assessment • Exam prep 		<ul style="list-style-type: none"> • HT1 	<ul style="list-style-type: none"> • Network threats, Preventing vulnerabilities, Operating Systems, Utility Software. • Programming techniques, practical problems.
	<ul style="list-style-type: none"> • 1.6 Ethical, legal, cultural & environmental impacts of digital technology • Non Exam Assessment • Exam prep 	<p>End of Unit assessments</p> <p>Assessments in Programming</p> <p>Exam Practice questions</p>	<ul style="list-style-type: none"> • HT2 	<ul style="list-style-type: none"> • Ethical and cultural issues, Environmental issues, Legislation and privacy. • Programming techniques, practical problems.
	<ul style="list-style-type: none"> • Revision and Exam prep 		<ul style="list-style-type: none"> • HT3 • HT4/5 	<ul style="list-style-type: none"> •

BTEC Tech Award in Digital Information Technologies L1/2

10	<ul style="list-style-type: none"> Component 1 User Interface Design 	End of topic assessments Class and Homework tasks	<ul style="list-style-type: none"> HT1 	<ul style="list-style-type: none"> User interfaces, Factors and influences, Audience needs, Design principles, Design psychology, Designing efficient user interfaces.
		Controlled assessment – Internally marked / Externally moderated	<ul style="list-style-type: none"> HT2 	<ul style="list-style-type: none"> Completion of controlled assessment – Set assignment from exam board.
	<ul style="list-style-type: none"> Component 2 Data Collection and Impact 	End of topic assessments Class and Homework tasks	<ul style="list-style-type: none"> HT3 	<ul style="list-style-type: none"> Part A Data Collection and impact: Characteristics of data and information, Representing information, Ensuring data is suitable, Data Collection, Quality of Information, Sectors that use data modelling Completion of Task 1 of set assignment (controlled assessment)
		Controlled assessment – Internally marked / Externally moderated	<ul style="list-style-type: none"> HT4/HT5 	<ul style="list-style-type: none"> Part B Creating a Dashboard: Spreadsheet basics, Data manipulation methods, Other processing methods, Producing a dashboard, Producing a dashboard with pivot tables, Concluding and reviewing presentation methods. Completion of Tasks 2 and 3 of set assignment (controlled assessment)
<ul style="list-style-type: none"> Component 3 Effective Digital Working Practices 	End of topic assessments Class and Homework tasks Final exam – Jan of Y11 and/or May of Y11	<ul style="list-style-type: none"> HT6 	<ul style="list-style-type: none"> Part A – Modern Technologies: Communication technologies, cloud storage and computing, Using cloud technologies, Modern team working, Inclusivity and accessibility, Impacts of modern technologies 	
11	<ul style="list-style-type: none"> Component 3 Effective Digital Working Practices 	End of topic assessments Class and Homework tasks Final exam – Jan of Y11 and/or May of Y11	<ul style="list-style-type: none"> HT1 	<ul style="list-style-type: none"> Part B – Cyber Security: System attacks and external threats, Internal threats and impact of breaches, User restrictions and finding weaknesses, Data level protection, Policy, backups and data recovery.
			<ul style="list-style-type: none"> HT1/2 	<ul style="list-style-type: none"> Part C – Implications of Digital Systems: Shared Data, Environmental Issues, Equal access, Use policies, Data protection, Criminal use. Part D – Planning and communication: Data flow diagrams, Flowcharts, System diagrams, Tables Exam prep
			<ul style="list-style-type: none"> HT3 	<ul style="list-style-type: none"> Preparation for the exam in January
	<ul style="list-style-type: none"> Revision and Exam prep 		<ul style="list-style-type: none"> HT4/5 	<ul style="list-style-type: none"> Preparation for GCSEs (all subjects) Revision and resit of exam in May if necessary
<ul style="list-style-type: none"> Study Skills and Revision 				

				User Interface Design Y10 BTEC Component 2 Data Collection and Impact			8.3 Interactive Button Quiz 8.6 Introduction to Python Programming 9.2 Python Programming with sequences of Data Y10 CS 2.1 Algorithms Y10 CS 2.2 Programming Fundamentals Y10 CS 2.4 Boolean Logic Y10 CS 2.3 Producing Robust Programs Y10 CS 2.5 IDEs				Y10 CS 2.1 Algorithms Y10 CS 2.2 Programming Fundamentals Y10 CS 2.4 Boolean Logic Y10 CS 2.3 Producing Robust Programs Y10 CS 2.5 IDEs	
8	8.1 Do Aliens Exist?	Formative assessment for literacy of questionnaire, formative assessment of plan for the brochure, whole class feedback on final brochure.	AO1	PRIOR LEARNING:	8.3 Interactive Button Quiz	Question planning marked for literacy, formative assessment of algorithm planning, peer and whole class feedback on final Interactive Quiz.	AO1	PRIOR LEARNING:	8.5 Representations, From Clay to Silicon	Summative assessment quiz	AO1	PRIOR LEARNING:
			AO2	7.1 Clear messaging in digital media			AO2	7.1 Clear messaging in digital media			AO2	7.3 Binary and Control
			AO3	7.2 Spy School 7.5 Using Media			AO3	7.2 Spy School 7.5 Using Media 8.1 Do Aliens Exist?			AO3	
			AO4	LINKS TO THE FUTURE:	AO4	LINKS TO THE FUTURE:	AO4					
			AO5	8.2 Technology 8.3 Interactive Button Quiz	AO5	9.1 Digital Literacy 9.4 Developing for the Web	AO5	LINKS TO THE FUTURE:				
			AO6	9.1 Digital Literacy 9.4 Developing for the Web 9.5 Media Animations 9.6 Designing a User Interface Year 10 BTEC Component 1. User Interface Design	AO6	9.5 Media Animations 9.6 Designing a User Interface Y10 CS 2.1 Algorithms Y10 CS 2.2 Programming Fundamentals Y10 CS 2.4 Boolean Logic	AO6	8.6 Introduction to Python Programming 9.2 Python Programming with sequences of Data Y10 CS 2.3 Producing Robust Programs				

				Y10 BTEC Component 2 Data Collection and Impact				Year 10 BTEC Component 1. User Interface Design				
8.2 Technology	Self/peer assessment of worksheets completed in the classroom, whole class feedback on development of computers poster and individual feedback on cloud computing presentation/poster	AO1	PRIOR LEARNING:	8.4 Computer Crime and Cyber Security	Summative assessment – end of topic (completed in class).	AO1	PRIOR LEARNING:	8.6 Introduction to Python Programming	Final program to be formatively assessment and an end of unit summative assessment quiz completed in class.	AO1	PRIOR LEARNING:	7.4 Programming essentials Pt1 7.6 Programming Essential Pt2
		AO2	7.1 Clear messaging in digital media 7.5 Using Media 8.1 Do Aliens Exist?			AO2	Y6 Curriculum			AO2		
		AO3				AO3				AO3		
		AO4	LINKS TO THE FUTURE: Y10 CS 1.1 Systems Architecture Y10 CS 2.2 Programming Fundamentals Y10 CS 2.4 Boolean Logic Y11 BTEC Component 3 Effective Digital Working Practices	AO4		LINKS TO THE FUTURE: 9.1 Digital Literacy Y11 BTEC Component 3 Effective Digital Working Practices	AO4	LINKS TO THE FUTURE: 9.2 Python Programming with sequences of Data 9.4 Developing for the Web Y10 CS 2.1 Algorithms Y10 CS 2.2 Programming Fundamentals Y10 CS 2.4 Boolean Logic Y10 CS 2.3 Producing Robust Programs Y10 CS 2.5 IDEs				
		AO5		AO5			AO5					
		AO6		AO6			AO6					
9	9.1 Digital Literacy	AO1	PRIOR LEARNING:	9.3 Data Science	Self-assessment against a rubric of tasks completed in class. End of Unit summative assessment completed in class.	AO1	PRIOR LEARNING:	9.5 Media Animations	Self and peer assessment of animation created in class against a set of skills.	AO1	PRIOR LEARNING:	7.1 Clear messaging in digital media 7.5 Using Media 8.1 Do Aliens Exist? 8.3 Interactive Button Quiz 8.4 Computer Crime and Cyber Security 9.1 Digital Literacy
		AO2	7.1 Clear messaging in digital media 7.5 Using Media 8.1 Do Aliens Exist? 8.3 Interactive Button Quiz 8.4 Computer Crime and Cyber Security			AO2	7.2 Spy School 8.1 Do Aliens Exist?			AO2		
		AO3				AO3				AO3		
		AO4	LINKS TO THE FUTURE:	AO4		LINKS TO THE FUTURE:	AO4	LINKS TO THE FUTURE: Year 10 BTEC Component 1. User Interface Design				
		AO5		AO5								

			AO6	9.4 Developing for the Web 9.5 Media Animations 9.6 Designing a User Interface Year 11 BTEC Component 1. User Interface Design Y11 BTEC Component 3 Effective Digital Working Practices			AO6	Y10 Component 2 Data Collection and Impact			AO5 AO6	
9.2 Python Programming with sequences of Data	Final project and end of unit summative assessment quiz completed in class.	AO1 AO2 AO3	PRIOR LEARNING: 7.4 Programming essentials Pt1 7.6 Programming Essential Pt2 8.6 Introduction to Python Programming	9.4 Developing for the Web	Formative assessment of webpage and end of unit summative assessment quiz completed in class.	AO1 AO2 AO3	PRIOR LEARNING: 7.1 Clear messaging in digital media 7.5 Using Media 8.1 Do Aliens Exist? 8.3 Interactive Button Quiz 9.1 Digital Literacy Y10 CS 2.3 Producing Robust Programs	9.6 Designing a User Interface	Designs and final product assessed against BTEC Markscheme	AO1 AO2 AO3	PRIOR LEARNING: 7.1 Clear messaging in digital media 7.5 Using Media 8.1 Do Aliens Exist? 8.2 Technology 8.3 Interactive Button Quiz 9.1 Digital Literacy 9.4 Developing for the Web 9.5 Media Animations	
		AO4 AO5 AO6	LINKS TO THE FUTURE: 9.4 Developing for the Web Y10 CS 2.1 Algorithms Y10 CS 2.2 Programming Fundamentals Y10 CS 2.4 Boolean Logic Y10 CS 2.3 Producing Robust Programs Y10 CS 2.5 IDEs			AO4 AO5 AO6	LINKS TO THE FUTURE: 9.5 Media Animations 9.6 Designing a User Interface Year 10 BTEC Component 1. User Interface Design			AO4 AO5 AO6	LINKS TO THE FUTURE: Y10 CS 1.1 Systems Architecture Y11 Component 2 Data Collection and Impact Y11 Component 3 Effective Digital Working Practices Year 10 BTEC Component 1. User Interface Design	

10 CS	1.1 Systems Architecture 1.2 Memory and Storage Practical Programming	End of Unit assessments	AO1	PRIOR LEARNING:	2.2 Programming fundamentals Practical Programming	End of Unit assessments	AO1	PRIOR LEARNING:	2.4 Boolean Logic Practical Programming	End of Unit assessments	AO1	PRIOR LEARNING:
			AO2	8.2 Technology 9.6 Designing a User Interface			AO2	7.4 Programming essentials Pt1 7.6 Programming Essential Pt2 8.2 Technology 8.3 Interactive Button Quiz 8.6 Introduction to Python Programming 9.2 Python Programming with sequences of Data			AO2	7.4 Programming essentials Pt1 7.6 Programming Essential Pt2 8.2 Technology 8.3 Interactive Button Quiz 8.6 Introduction to Python Programming 9.2 Python Programming with sequences of Data
		Assessments in Programming	AO3	LINKS TO THE FUTURE:		Assessments in Programming	AO3	LINKS TO THE FUTURE:		Assessments in Programming	AO3	LINKS TO THE FUTURE:
			AO4	2.1 Algorithms 1.4 Network Security 1.5 Systems Software Practical Programming 2.2 Programming fundamentals Non Exam Assessment 1.3 Computer Networks, connections & Protocols			AO4	Practical Programming 2.3 Producing robust programs 2.4 Boolean Logic 2.5 IDEs Non Exam Assessment			AO4	Practical Programming 2.3 Producing robust programs 2.5 IDEs Non Exam Assessment
			AO5	GCSE Examination			AO5	GCSE Examination			AO5	GCSE Examination
			AO6				AO6				AO6	
	2.1 Algorithms Practical Programming	End of Unit assessments	AO1	PRIOR LEARNING:	1.3 Computer Networks, connections & Protocols Practical Programming	End of Unit assessments	AO1	PRIOR LEARNING:	2.3 Producing robust programs 2.5 IDEs Practical Programming Revision	End of Unit assessments	AO1	PRIOR LEARNING:
			AO2	7.4 Programming essentials Pt1 7.6 Programming Essential Pt2 8.3 Interactive Button Quiz 8.6 Introduction to Python Programming 9.2 Python Programming			AO2	8.2 Technology Y10 CS 1.1 Systems Architecture Y10 Practical Programming 2.2 Programming Fundamentals			AO2	7.3 Binary and Control 7.4 Programming essentials Pt1 7.6 Programming Essential Pt2 8.5 Representations, From Clay to Silicon 8.6 Introduction to Python Programming 9.2 Python Programming with sequences of Data
		Assessments in Programming	AO3			Assessments in Programming	AO3			Assessments in Programming	AO3	

				with sequences of Data Y10 CS Practical programming								9.4 Developing for the Web Y10 Practical Programming 2.2 Programming Fundamentals	
			AO4	LINKS TO THE FUTURE:			AO4	LINKS TO THE FUTURE:		AO4	LINKS TO THE FUTURE:	Practical Programming Non Exam Assessment GCSE Examination	
			AO5	Practical Programming			AO5	1.4 Network Security		AO5			
			AO6	2.2 Programming fundamentals 2.3 Producing robust programs 2.4 Boolean Logic 2.5 IDEs			AO6	GCSE Examination		AO6			
				GCSE Examination									
11 CS	1.4 Network Security	End of Unit assessments	AO1	PRIOR LEARNING:	Revision and Exam prep	Exam practice assessments	AO1	PRIOR LEARNING:	Revision and Exam prep	Exam practice assessments	AO1	PRIOR LEARNING:	
			AO2	8.2 Technology			AO2	All units of the Computer Science Specification			AO4	All units of the Computer Science Specification	
	1.5 Systems Software	Assessments in Programming	AO3	8.4 Computer Crime and Cyber Security			AO3				AO3 AO1		
	Non Exam Assessment			9.4 Developing for the Web									
	Exam prep			9.6 Designing a User Interface									
				1.1 systems Architecture									
				1.3 Computer Networks, connections & Protocols									
				AO4	LINKS TO THE FUTURE:			AO4	LINKS TO THE FUTURE:				LINKS TO THE FUTURE:
				AO5	GCSE Examination			AO5	GCSE Examination		AO2 AO3		GCSE Examination
			AO6				AO6						

1.6 Ethical, legal, cultural & environmental impacts of digital technology	End of Unit assessments Assessments in Programming	AO1	PRIOR LEARNING: 7.3 Binary and Control 7.4 Programming essentials Pt1 8.2 Technology 8.4 Computer Crime and Cyber Security 8.6 Introduction to Python Programming 9.1 Digital Literacy 9.2 Python Programming with sequences of Data	Revision and Exam prep	Exam practice assessments	AO1	PRIOR LEARNING: All units of the Computer Science Specification			AO4	PRIOR LEARNING: All units of the Computer Science Specification
		AO2	9.6 Designing a User Interface			AO2				AO5	
		AO3				AO3				AO6	
		AO4	LINKS TO THE FUTURE:			AO4	LINKS TO THE FUTURE:				LINKS TO THE FUTURE:
		AO5				AO5					
		AO6	GCSE Examination			AO6	GCSE Examination				GCSE Examination

BTEC Tech Award in Digital Information Technology

10 IT	Component 1 User Interface Design	End of topic assessments Class and Homework tasks	AO1	PRIOR LEARNING: 7.1 Clear messaging in digital media 7.2 Spy School 7.5 Using Media 8.1 Do Aliens Exist? 8.3 Interactive Button Quiz 9.1 Digital Literacy 9.4 Developing for the Web 9.5 Media Animations 9.6 Designing a User Interface	Component 2 Data Collection and Impact	End of topic assessments Class and Homework tasks	AO1	PRIOR LEARNING: 7.2 Spy School 8.1 Do Aliens Exist? 9.3 Data Science 9.6 Designing a User Interface	Component 2 controlled assessment PART B	Controlled assessment – Internally marked / Externally moderated	AO1	PRIOR LEARNING: 7.2 Spy School 8.1 Do Aliens Exist? 9.3 Data Science 9.6 Designing a User Interface	
			AO1								AO1		
			AO2								AO2		
			AO3								AO3		
			AO4				LINKS TO THE FUTURE:				AO4		LINKS TO THE FUTURE:
			AO5				BTEC Components 2 and 3				AO5		BTEC Component 3
		AO6								AO6			
		AO1	PRIOR LEARNING:				AO1	PRIOR LEARNING:		AO1	PRIOR LEARNING:		

	Component 1 controlled assessment	Controlled assessment – Internally marked / Externally moderated	AO2 AO3	7.1 Clear messaging in digital media 7.2 Spy School 7.5 Using Media 8.1 Do Aliens Exist? 8.2 Technology 8.3 Interactive Button Quiz 9.1 Digital Literacy 9.4 Developing for the Web 9.5 Media Animations 9.6 Designing a User Interface	Component 2 controlled assessment PART A	Controlled assessment – Internally marked / Externally moderated	AO2 AO3	7.2 Spy School 8.1 Do Aliens Exist? 9.3 Data Science 9.6 Designing a User Interface	Component 3 Effective Digital Working Practices PART A	Exam practice assessment	AO2 AO3	8.2 Technology 8.4 Computer Crime and Cyber Security 9.1 Digital literacy 9.6 Designing a User Interface
			AO4 AO5 AO6	LINKS TO THE FUTURE: BTEC Components 2 and 3			AO4 AO5 AO6	LINKS TO THE FUTURE: BTEC Component 3		AO4 AO5 AO6	LINKS TO THE FUTURE: BTEC Component 3 Final examination	
Y11 IT	Component 3 Effective Digital Working Practices PART B	End of topic assessments Exam practice assessment	AO1 AO2 AO3	PRIOR LEARNING: 8.2 Technology 8.4 Computer Crime and Cyber Security 9.1 Digital Literacy 9.6 Designing a User Interface	Component 3 Effective Digital Working Practices Revision & exam prep	End of topic assessments Exam practice assessment	AO1 AO2 AO3	PRIOR LEARNING: All Units of Component 3	Study Skills and Revision for all GCSEs Or Component 3 Revision (resits only)	Work provided by other teachers	AO1 AO4 AO3 AO1	PRIOR LEARNING: All Units of Component 3
			AO4 AO5 AO6	LINKS TO THE FUTURE: BTEC Component 3 Final examination			AO4 AO5 AO6	LINKS TO THE FUTURE: BTEC Component 3 Final examination		AO2 AO3	LINKS TO THE FUTURE: BTEC Component 3 Final examination	
	Component 3 Effective Digital Working Practices PART C/D	End of topic assessments Exam practice assessment	AO1 AO2 AO3	PRIOR LEARNING: 8.2 Technology 8.4 Computer Crime and Cyber Security 9.1 Digital Literacy 9.6 Designing a User Interface	Study Skills and Revision for all GCSEs Or Component 3 Revision (resits only)	Work provided by other teachers						
			AO4 AO5 AO6	LINKS TO THE FUTURE: BTEC Component 3 Final examination								