

## Computing LTP

YEAR	TERM					
	Autumn One	Autumn Two	Spring One	Spring Two	Summer One	Summer Two
Year 7	<ol style="list-style-type: none"> <li>1. Using Files &amp; Folders</li> <li>2. Using the Internet</li> <li>3. Networking</li> <li>4. E-Safety</li> </ol>	<ol style="list-style-type: none"> <li>1. Computers</li> <li>2. Inputs/Outputs</li> <li>3. Memory</li> </ol>	<ol style="list-style-type: none"> <li>1. Data Representation</li> <li>2. Excel (Database introduction)</li> </ol>	<ol style="list-style-type: none"> <li>1. Graphic Design</li> <li>2. Copyright</li> </ol>	<ol style="list-style-type: none"> <li>1. Computational Thinking</li> <li>2. Algorithms</li> <li>3. Decomposition</li> </ol>	<ol style="list-style-type: none"> <li>1. Basic Programming Techniques (Scratch)</li> </ol>
Year 8	<ol style="list-style-type: none"> <li>1. Computational Thinking</li> <li>2. Turtle Programming and Algorithms (Self-Led)</li> </ol>	<ol style="list-style-type: none"> <li>1. Networking Basics</li> </ol>	<ol style="list-style-type: none"> <li>1. How data is represented in computers</li> </ol>	<ol style="list-style-type: none"> <li>1. Programming - Text Based Game Programming</li> </ol>	<ol style="list-style-type: none"> <li>1. Computers - Software and Hardware</li> </ol>	<ol style="list-style-type: none"> <li>1. IT - Using technology safely</li> </ol>
Year 9	<ol style="list-style-type: none"> <li>1. Computational Thinking - Programming algorithms</li> </ol>	<ol style="list-style-type: none"> <li>1. Programming - Further programming techniques in python</li> </ol>	<ol style="list-style-type: none"> <li>1. Computers - Introduction to Linux</li> </ol>	<ol style="list-style-type: none"> <li>1. IT - Artificial Intelligence</li> </ol>	<ol style="list-style-type: none"> <li>1. Networking - Cryptography</li> </ol>	<ol style="list-style-type: none"> <li>1. Data Representation - Boolean Logic and Processing</li> </ol>