

**Curriculum Overview Map 2020 - 2021**

	Year 7	Year 8	Year 9	Edexcel GCSE	
	Theory & Programming	Theory & Programming	Theory & Programming	Theory	Programming
	7.1 Online Safety	8.1 Binary Conversions	8.8 Logic Gates in Circuits	<b>Topic 3: Data</b>	<b>Topic 2: Programming</b>
	7.2 Binary Conversions	8.2 Binary Addition	9.1 Investigation	3.1 - 3.6	2.1 - 2.8
	7.3 Binary Addition	8.3 Hex Conversions	9.2 Develop a Digital Product	3.7 - 3.12	2.9 - 2.18
	7.4 Binary Characters	8.4 Binary Sound	9.3 Repurpose Digital Content		Challenges
	7.5 Devices (Part 1)	8.5 Sorting Algorithms	9.4 Computer Networks		<b>Topic 1: Algorithms</b>
	7.6 Binary Images	8.6 CPU & RAM	9.5 Cyber Security		1.1 Algorithm Design 1.2 Standard Algorithms
	7.7. Devices (Part 2)	8.7 Searching Algorithms	9.6 Programming		1.3 - 1.6
	7.8 Software	8.9 Programming	9.7 Microcontroller Project		Challenges
	7.9 Programming			<b>Topic 4: Computers</b>	
				<b>Topic 5: Networks</b>	
				Summer Examinations	

# Computer Science

Topic 2: Programming		Topic 1: Algorithms	Topic 3: Data	Topic 4: Computers	Topic 6: Impact
2.1 Introduction	2.15 File Handling	1.3 Trace Tables	3.1 Binary Introduction	4.0 Introduction	6.1 Environmental Impact
2.2 Variables	2.16 Subprograms (Part 1)	1.4 Test Plans	3.2 Binary Conversions	4.1 Machines and Computational Modelling	6.2 Ethical Impact
2.3 Data Types	2.17 Subprograms (Part 2)	1.5 Algorithm Purpose	3.3 Binary Arithmetic (Part 1)	4.2 Hardware	6.3 Legal Impact
2.4 Output & Comments	2.18 Types of Error	1.6 Program Evaluation	3.4 Signed Integers	4.3 Logic Gates in Circuits	
2.5 User Input			3.5 Binary Arithmetic (Part 2)	4.4 Software	
2.6 Libraries			3.6 Units of Storage	4.5 Programming Lang.	
2.7 Data Structures			3.7 Binary Characters	<b>Topic 5: Networks</b>	
2.8 Operators			3.8 Binary Images	5.0 Introduction	
2.9 FOR loops			3.9 Binary Sound	5.1 Networks	
2.10 WHILE loops			3.10 Compression	5.3 The Internet	
2.11 IF decisions			3.11 Encryption	5.2 Network Security	
2.12 Validation (Part 1)			3.12 Databases		
2.13 String Manipulation					
2.14 Validation (Part 2)					