



Pembroke Computing & GCSE Computer Science Curriculum Map

Year 7 Computing

- Mod 1 – Computing at Pembroke: Getting started - Safety, Security & Network Familiarisation
- Mod 1/2 – Collaborating Online Respectfully
- Mod 2/3 – Modelling Data - Spreadsheets
- Mod 4 – Using Media: Gaining Support for the Cause
- Mod 5 – Computer Networks
- Mod 6 – Programming Essentials in Scratch (Part 1)

Year 8 Computing

- Mod 1 – Computing Systems
- Mod 2 – Developing for the Web (HTML)
- Mod 3 – Introduction to Python Programming (1)
- Mod 4 – Introduction to Python Programming (2)
- Mod 5 – Data Representation (Binary)
- Mod 6 – Game Development (Scratch Part 2)

Year 9 Computing

- Mod 1 – Going Visual (Binary Representation)
- Mod 2 - Algorithms
- Mod 3 – Python Programming (Part 2: Next Steps)
- Mod 4 – Cybersecurity
- Mod 5 – AI & Ethics
- Mod 6 – Online Safety

Year 10/11 (AQA GCSE Computer Science Option

~ 2 year course)

1. Fundamentals of algorithms
2. Programming (theoretical & practical)
3. Fundamentals of data representation
4. Computer systems
5. Fundamentals of computer networks
6. Cyber security
7. Relational databases and structured query language (SQL)
8. Ethical, legal and environmental impacts of digital technology on wider society, including issues of privacy