



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 (8525) Option ~ 2 year course)

Year 10

1. Section 1: Fundamentals of algorithms
2. Section 3: Fundamentals of data representation
3. Section 4: Computer systems
4. Section 2a Programming Basics (theoretical & practical)
5. Summer mock examination
6. Section 2b Programming Techniques (theoretical & practical)

Year 10/11 (AQA GCSE Computer Science (8525) Option ~ 2 year course)

Year 11

1. Section 2b Programming Techniques (theoretical & practical) – Continued from Year 10
2. Section 5 Fundamentals of computer networks
3. November mock examination
4. Section 6: Fundamentals of Cyber security
5. Section 7: Relational databases and structured query language (SQL)
6. Section 8: Ethical, legal and environmental impacts of digital technology on wider society, including issues of