

The school taught students to act with integrity and kindness so they went on to demonstrate excellence in their chosen field. It was a place where everyone belonged.

Computing, CMP and CS Assessment Overview 2022-2023

| Year Group | HT1 | HT2 | HT3 | HT4 | HT5 | HT6 |
|------------|--|--|---|--|--|--|
| 7 | Baseline and E-safety Tests | Introduction to Graphics – Mid-unit Test | Advanced Graphics (Wild Care) – End of Unit Test | Computational Thinking with Flowol - Test | Introduction to Python Programming - Test | Introduction to Binary / Data representation - Test |
| 8 | Introduction to Graphics / Introduction to Web Development - Test | Introduction to Web Development – Test | Understanding Computers - Hardware & Software – Test | Introduction to Algorithms and Pseudo code – Test | Introduction to Python Programming – Test | Networking – Test |
| 9 | Creative Media Pre-Production Documents - Intro to Crawdale – Test | Advanced Graphics: Crawdale – Test | Introduction to Creative Media | Introduction to Creative Media – Test | Introduction to Boolean Logic - Mid-unit Test | Further Python Programming – Test |
| 10 CMP | Component 1 – Exploring Media Products (theory) | Component 1 – Exploring Media Products (practice assignment) | Component 1 Pearson Set Assignment | Component 1 Pearson Set Assignment | Component 1 Pearson Set Assignment | Component 2: Developing Digital Media Production Skills (workshops) |
| 10 CS | 2.4 Boolean Logic - Test 1.2 Data Storage 1.2 Primary & Secondary storage - Test | 1.2 Data Storage, Characters, Images, Sound, Compression - Test 2.1 Algorithms - Test 2.2 Programming Fundamentals 2.2 Data Types | 2.2 Programming Fundamentals 2.2 Programming Techniques | 2.2 Practical Programming 1.1 Computer Architecture, CPU - Programming Test | 1.3 Network Topologies 1.3 Wired & Wireless Networks, Protocols, Layers - Test | 1.3 Network Topologies 1.3 Wired & Wireless Networks, Protocols, Layers - - Test |
| 11 CMP | Component 2 Pearson Set Assignment (Oct) | Component 2 Pearson Set Assignment | Component 3: Create A Media Product In Response To A Brief | Component 3: Create A Media Product In Response To A Brief | Component 3: Create A Media Product In Response To A Brief | |
| 11 CS | 1.4 Threats to Computer Systems & Networks - Test 1.5 OS & Utility Software - Test 1.6 Ethical, Legal, Cultural & Environmental impact - Test | 2.3 Defensive Design 2.3 Testing 2.5 Languages 2.5 IDE - Programming Test | 2.2 Practical Programming Skills 2.1 Searching & Sorting Algorithms 2.1 Searching & Sorting Practical Programming Skills - Test | Revision – Theory and Practical Programming Exam Practice | Revision – Theory and Practical Programming Exam Practice | GCSE EXAM 2 – 1.5-hour papers |

excellence

integrity

kindness