

## Rugby Free Secondary School Curriculum Sequence Overview 2023-24

### Key Stage 2 Key Links:

1. use technology safely, respectfully and responsibly.
2. use search technologies effectively
3. understand computer networks including the internet

### Year 7 Link to Key Stage 2:

1. E-Safety Unit – enables students to use technology safely etc
2. MS Office Suite – internet searching and using search techniques.
3. Scratch Coding - used to introduce 2 coding methods as per NC requirement

### Year 8 Link to Year 7:

1. Website Development – understanding computer networks and building a website
2. Photoshop – developing skills for the future and using key programs beyond MS Office
3. Completion of iDEA Award using skills

### Year 9 Link to Year 8:

1. Cyber Security – understanding how to use technology safely and responsibly
2. Video Editing – developing skills for the future beyond MS Office
3. Python Coding – 2<sup>nd</sup> coding method to meet NC requirement

### Year 10 Link to Year 9:

1. Python code development- Students will use the coding skills learnt in Y9
2. Computational thinking- Students will use problem solving approaches embedded throughout KS3
3. Digital literacy- Students will be in a position to use a computer effectively

### Year 11 Link to Year 10:

1. Program design- Students will be able to develop their own python codes from scratch
2. Cyber security- Students will be more informed about measures to stay safe online
3. Computer architecture- Students will know how they different hardware in a computer system works

### Year 12 Link to Year 11:

1. Advanced python skills- Students will develop their coding skills further
2. Software classification- Students will be able to classify different types of software
3. SQL- Students will further develop their ability to write queries in SQL

### Year 13 Link to Year 12:

1. Software development- Students will develop and evaluate a working piece of software for their NEA
2. Big data- Students will work with big data using their prior SQL skills
3. Object-oriented programming- This builds on students programming and logical thinking