"To equip our students with the knowledge to be skilled consumers and expert creators in our digital, connected world."

|  | **Foci** | **Assessment** | **Knowledge Organiser** |
|---|---|---|---|
| **Unit 1** | **E-Safety and introduction**<br>• Introduction to Nobel school systems<br>• Online safety<br>• Cyber bullying<br>• Your digital self<br>• Social media | Creating material to advise younger students how to stay safe online.<br>Topic test. | Included in unit booklet |
| **Unit 2** | **Hardware and CPU**<br>• Hardware, input and output<br>• Key components of a computer<br>• CPU performance.<br>• Computer memory. | Recognising key components.<br>Explaining how CPU performance can be improved.<br>Topic test. | Included in unit booklet |
| **Unit 3** | **Algorithms and coding**<br>• Algorithms and logic<br>• Flowcharts<br>• Pseudocode<br>• Tracing programs | Draw flowcharts to solve a problem.<br>Write pseudocode to simulate a program.<br>Topic test. | Included in unit booklet |
| **Unit 4** | **Collecting and presenting data**<br>• Input and output<br>• Modelling data<br>• Collecting data<br>• Plagiarism and copyright<br>• Presenting data | Produce mind-maps to give structure to data.<br>Produce charts to illustrate key points in data.<br>Topic test. | Included in unit booklet |
| **Unit 5** | **Collecting and presenting data**<br>• Continued.. |  |  |
| **Unit 6** | **Coding using blocks**<br>• Use Kodu to design and create a game.<br>• | Design game.<br>Develop skis with prototype games.<br>Create a game to match the design.<br>Topic test. | Included in unit booklet |