

**Apprenticeships**

Cyber Security, Digital Analyst, Network Engineer, Software Engineer, CAD Designer, MI5, MI6 and GCHQ

**Further and Higher study**

A-Level / Level 3+ courses in: Computer Science, Maths, Science and Design & Engineering



**Further and Higher study**

A-Level / Level 3+ courses in: ICT, Creative iMedia, Media and Games Art development

**Apprenticeships**

Web Design, Game Developer, Data Analyst, software architect

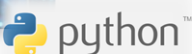


**KING EDWARD VI NORTHFIELD SCHOOL FOR GIRLS**  
Educational excellence for our City



Students will have developed planning methods, creative and research skills, ability to work independently and as part of a team.

Students will have developed effective logical thinking, problem solving, analytical independence, team working and application skills valuable in day to day future experiences.



Final Exam – May  
Revision and final exam preparation  
Computing logic and data representation  
Robust Programming  
Programming Techniques

RO81 Skills recap and Exam in January



RO85 Web Design. Understand the purpose and properties and plan creation of a website

RO88 Sound Editing. Understand the purpose and properties and plan creation of a sound product



**Year 11**

**Year 11**

Algorithms  
Ethical, Legal and Environmental  
Systems Security and software  
Networks – wired and wireless  
Memory and Storage  
Systems Architecture



Key Stage 4  
Option Choices



RO82 – Digital Graphics. Understand the purpose and properties and plan creation of digital products



RO81 – Pre-production skills. Explore the purposes, uses and content of different pre-production documents

**Year 10**

**Year 10**

iMedia

python™  
Developing programming skills using functions and procedures.

Applab  
Designing and producing an App. Being able to follow a design brief to code a working solution.



E-Safety. Demonstrating safe practises using social media and emerging technologies.

Data representation. Exploring how text, sound and images are handled by computer systems.



**Year 9**



Graphic Design. Using applications to plan and design digital products.



Identifying the careers that are opened up using computer science skills.

Spreadsheet Modelling. Understanding how spreadsheets work in the real world



Computer systems. We look at what is 'under the hood' of a computer and examine threats to a computer / network



E-Safety. Demonstrating safe practises – peer pressure



**Year 8**



Computational Thinking. Decomposition and basic programming constructs of sequence, selection and iteration



python™

Computation Thinking. Exploring data structures, data types and types of iteration

Computational thinking. Problem solving and resolving practical programming problems using Micro:bits



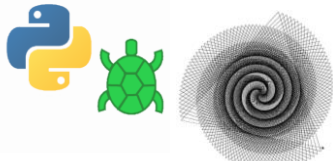
Design and code a game, with a purpose, using Kodu



Using technology safely  
Recognise acceptable / unacceptable behaviour



Write an algorithm in Python that uses variables to code a solution using Python Turtle



Impact on technology and collaborating online respectfully.



Accomplishing goals by combining Microsoft applications.



**Year 7**