

End Points

	Year 7
Term 1 and 2	Using computers safely
	<ul style="list-style-type: none"> • Explain the purpose of the school's Acceptable Use Policy (AUP). • Organise files effectively in File Explorer. • Apply appropriate file naming conventions. • Describe what social media is and explain the risks of using it, including: <ul style="list-style-type: none"> ○ Identifying risks from strangers online. ○ Recognising cyberbullying. ○ Recognising inappropriate content. ○ Demonstrating how to report concerns safely. • Demonstrate how to lock a computer securely. • Compose and send an email, including: <ul style="list-style-type: none"> ○ Adding attachments correctly. • Define what a search engine is and explain its purpose.
Term 3 and 4	Understanding computers
	<p>Distinguish between hardware and software. Identify input, output and storage devices. Explain how processor speed affects computation time.</p> <ul style="list-style-type: none"> • Define the terms bit, byte and kilobyte (KB). • Explain the purpose of an optical storage device and name three types • Describe the history and development of communication technologies. • Explain how modern communication and computing devices combine multiple technologies. • Discuss the different ways modern technology is used in a range of applications.
Term 5	Spreadsheet modelling
	<ul style="list-style-type: none"> • Identify and use cell references within a spreadsheet. • Create simple formulas using multiplication, division, addition and subtraction. • Apply relative cell referencing to automatically generate formulas. • Explain the purpose of computer models and how they are used. • Format spreadsheet cells and insert a graphic appropriately. • Define merchandise and compare prices through research.

	Games programming in Scratch
Term 6	<ul style="list-style-type: none"> Describe Scratch as a visual programming environment. Explain what an algorithm is and why instructions must be followed in order. Create a Scratch program that includes: <ul style="list-style-type: none"> Use events for the start flag and key presses. Control movement by a number of steps or in a particular direction. Apply if conditions. Use infinite loops with a forever block. Events for start flag and key presses Movement by a number of steps or in a particular direction Infinite loops (using a forever block) Move sprites to specific locations within a Scratch program. Design a platform game level that includes: <ul style="list-style-type: none"> A player sprite. Enemy sprites. Output text in a Scratch program using say or think blocks.

	Year 8
	Introduction to python
Term 1 and 2	<p>Write a sequence of Python instructions that includes:</p> <ul style="list-style-type: none"> Using interactive mode appropriately. Using script mode appropriately. Applying input and print functions within a program. <ul style="list-style-type: none"> The use of the interactive mode The use of script mode The use of input and print functions <p>Explain the purpose of comments and use them to annotate Python code.</p> <p>Apply assignment to store and update values in a Python program.</p> <p>Use selection statements if, elif and else to control the flow of a Python program.</p> <p>Describe one search algorithm, including:</p> <ul style="list-style-type: none"> Explaining how linear search checks items in sequence.

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Term 3 and 4	HTML and website development
	<ul style="list-style-type: none"> • Define the term World Wide Web. • Create a simple web page that includes: <ul style="list-style-type: none"> • Writing HTML in a text editor. • Viewing the page in a web browser. <ul style="list-style-type: none"> • Creating HTML in a text editor • Viewing the page in a web browser • Use HTML tags to structure a web page, including: <ul style="list-style-type: none"> • Headings and paragraphs. <ul style="list-style-type: none"> • Headings, paragraphs • Explain how CSS is used to change the style of web pages and websites. • Write CSS code to apply styles, including: <ul style="list-style-type: none"> • background-colour and colour. <ul style="list-style-type: none"> • background-color, color • Describe the features of good web design, including: <ul style="list-style-type: none"> • Effective use of colour. • Consistent layout using a template. • Navigation bars. <ul style="list-style-type: none"> • The use of colour • Consistent layout with use of a template • Navigation bars • Complete wireframes for a website and gather appropriate content. • Add content to web pages, including: <ul style="list-style-type: none"> • Headings. • Text. <ul style="list-style-type: none"> • Headings • Text

	Creating a video
Term 5 and 6	<ul style="list-style-type: none"> • Collaborate to produce a project brief for a TV advert that includes: <ul style="list-style-type: none"> • Identifying a product to advertise. • A product that you want to advertise <ul style="list-style-type: none"> • Create a storyboard for a TV advert that includes: <ul style="list-style-type: none"> • Numbering scenes accurately. • Numbering shots accurately. <ul style="list-style-type: none"> • Scene numbers • Shot numbers <ul style="list-style-type: none"> • Edit a television advert by applying: <ul style="list-style-type: none"> • Cutting and trimming techniques. • Multiple tracks appropriately. • Scrubbing to review and refine footage. <ul style="list-style-type: none"> • Cutting and trimming • Using multiple tracks • Scrubbing •

	Year 9
	Computational thinking and logic
Term 1 and 2	<ul style="list-style-type: none"> • Apply logical questioning to solve problems. • Identify and use common Boolean operators, including: <ul style="list-style-type: none"> – AND – OR – NOT

	<ul style="list-style-type: none"> • Recognise and describe different logic gates, including: <ul style="list-style-type: none"> – AND gates – OR gates – NOT gates • Understand what an algorithm is • Create a sequence of instructions to achieve a goal <ul style="list-style-type: none"> •
Term 3 and 4	Graphics
	<ul style="list-style-type: none"> • Describe the characteristics of a vector graphic and explain how it is stored. • Create a vector-based logo that includes: • Using shapes effectively. • Applying fills appropriately. <ul style="list-style-type: none"> • Shapes • Fills • Explain how bitmap graphics are made from individual pixels, including: • Describing how black and white images are represented. <ul style="list-style-type: none"> • Black and white images • Explain how layers work and apply them to create a composite image, including: • Resizing and rotating images. <ul style="list-style-type: none"> • Be able to re-size and rotate images • Isolate images from their background using: • The Magic Wand tool and tolerance settings. <ul style="list-style-type: none"> • Magic Wand tool and Tolerance • Use layers to create a composite image. • Add text to an image and modify text properties, including: • Changing text size. <ul style="list-style-type: none"> • Size • Design a greetings card using layers, including: • Using a template layout layer.

	<ul style="list-style-type: none"> • Showing and hiding layers. <ul style="list-style-type: none"> • Use a template layout layer • Be able to show and hide layers •
Term 5 and 6	AI and machine learning
	<ul style="list-style-type: none"> • Describe the origin of AI and explain how AI is used in different contexts. • Explain how rules are used to support AI decision making. • Define ethics and describe why ethical thinking is important when using technology. <ul style="list-style-type: none"> – Evaluate simple ethical hypothetical problems linked to AI and technology. • Compare how intelligence can be measured in humans and computers. • Explain what the Turing test is and how it works. •