

	Year 7	Year 8	Year 9
Cycle 1	Computer systems What is a computer?		
	<ul style="list-style-type: none"> • What are the two types of computer? • Which two elements make up a computer system? • What are the two main types of software? • What are the two main tiers of storage? • How does the CPU process instructions? 	<ul style="list-style-type: none"> • What do input, output and storage devices do to data? • What are the three factors that affect the performance of a CPU? • Why do computers need primary storage? • What does the operating system do? • What does utility software do? 	<ul style="list-style-type: none"> • How do embedded systems work? • What are the three main types of secondary storage? • What happens when primary storage is full? • What are the two types of compression? • What are the three main parts of the CPU?
	Programming How do we program?		
	Creating block-based code to create programs that use: <ul style="list-style-type: none"> • Sequence • Selection • Iteration 	Creating block-based code to create programs that use: <ul style="list-style-type: none"> • Functions • Procedures 	Creating text-based code to create programs that use: <ul style="list-style-type: none"> • Sequence • Selection • Iteration
Cycle 2	Algorithms How can computational thinking characteristics be used to help solve problems?		
	<ul style="list-style-type: none"> • How can we read and write flowcharts to help design programs? 	<ul style="list-style-type: none"> • How can we read and write pseudocode to help design programs? 	<ul style="list-style-type: none"> • How do common sorting and searching algorithms work? <ul style="list-style-type: none"> ○ Bubble, insertion and merge sorts ○ Linear and binary search
Cycle 3	Data representation How do you turn electricity into...		
	<ul style="list-style-type: none"> ○ ... words? ○ Binary to Decimal ○ Decimal to Binary ○ Character representation 	<ul style="list-style-type: none"> ○ ... images? ○ Binary addition ○ Hexadecimal numbers ○ Image representation 	<ul style="list-style-type: none"> ○ ... sound? ○ Binary shifts ○ Sound representation