

Plan Of Learning For The Year (Unit/Topic/Project Context)
Half Term 1

- Unit 1 – Components of a Computing
- Introduction to Programming in Python, SQL, HTML and CSS

Half Term 2

- Unit 2 - Software
- Unit 3 – Developing Software

Half Term 3

- Mock Exam prep
- Unit 10 – Computational Methods

Half Term 4

- Programming practice in Python
- Unit 5 – Databases
- Mock exam analysis

Half Term 5

- Programming practice in SQL
- Unit 7 – Data Structures
- Introduction to the coursework

Half Term 6

- Year 12 end of year mock exam
- Starting the coursework

Feedback, Retrieval & Assessment

- Self and peer assessment
- End of unit marked assessments
- Verbal Q and A in lesson
- Coursework rubric grids

Super curriculum opportunities / extra-curricular activities

- Opportunity to use and compare 4 programming languages and see syntax differences and output differences.
- Trip to the National Video Game Museum.

Cultural Capital, SMSC, Careers and Futures

- Trip to the National Video Game Museum.
- Programming lessons have many links to jobs available in the industry.

Common misconceptions

- Unit 7 in half term 5 is a large unit and frequently appears in the exams (every year) but because it is an area that pupils are not familiar with it is not revised enough. Where are units 1 and 2 are more familiar to students these get revised more.

Connecting New Knowledge

- The order of units is based on the departments experience of teaching the course since 2015.
- Pupils who have studied Computing GCSE are at an advantage initially but we start from scratch so everyone is capable of success.

Challenge for all

- Understanding the error messages that appear when programming will speed up your progress as a programmer significantly. Programming error messages are not known for being easy to read but take the time to learn the different error types. It will help immensely.