

Week Commencing	Topic	HAIL	Assessment
Staff INSET 01/09 Students Return 02/09	<u>Induction</u> , welcome, logging into Teams, health and safety, computer user agreement		
07/09/2026	<u>Induction</u> , welcome, logging into Teams, health and safety, computer user agreement	SENECA - 3.2 – Software- 3.2.1 – System Software	
14/09/2026	<u>Digital Literacy</u> – Passwords, files and folders and understanding cloud storage. This lesson introduces learners to how they choose a secure password for computing devices. Students will apply a range of basic skills such as how to set up folders and rename files, and understand cloud storage and its wider use. .		
21/09/2026	<u>Digital Literacy</u> – Using email. Students will learn how to compose and send a simple email with a clear subject line, appropriate greeting, and closing, including the use of CC and BCC.	SENECA – 3.1 – Hardware – 3.1.1 – Elements of Computer Systems	
28/09/2026	<u>Digital Literacy</u> – Creating a timetable. Students will use a range of features in word processing software to format text, insert tables and add images ensuring it is visually appealing.		
05/10/2026	<u>Digital Literacy</u> – Hardware and software fundamentals. Students will be able to define the basic hardware components that make up a computer system (CPU, RAM, secondary storage) and some examples of software (operating system, web browser, word processor, spreadsheet)	SENECA – 3.1 Hardware – 3.1.2 – CPU & 3.1.4 – Factors affecting CPU Performance	
12/10/2026	PASS GL Assessments		
19/10/2026	Dyslexia Screening		
October Half Term			
02/11/2026	<u>Digital Literacy</u> – Presentation Software. Students will show increased competence in presentation software including balanced layouts, colour schemes, considering fonts/images /animations and utilise a range of features in Presentation software to target different audiences	Bebras practice via their website	
09/11/2026	Bebras National Computing Challenge		
16/11/2026	<u>Digital Literacy</u> – Presentation Software. Students will show increased competence in presentation software including balanced layouts, colour schemes, considering fonts/images /animations and utilise a range of features in Presentation software to target different audiences		Digital Literacy - Learning Checkpoint
23/11/2026	<u>Introduction to Programming -Lesson 1</u> - Students will use Scratch to sequence instructions.	SENECA – 2.1 – Programming Fundamentals – 2.1.1 – Variables & Constants & 2.1.3 – Input & Output	
30/11/2026	<u>Introduction to Programming -Lesson 2</u> - Students will use Scratch to create programs using variables and input to store data and use data provided by an external agency		
07/12/2026	<u>Introduction to Programming -Lesson 3</u> - Students will use iteration to repeat instructions, creating geometric shapes from simple instruction sets in Scratch	SENECA – 2.1.8 – Selection & 2.1.9 – Iteration	
14/12/2026			

	<u>Introduction to Programming -Lesson 4</u> - Students will use selection to make decisions, providing multiple paths through a program in Scratch		
Christmas Break			
04/01/2027	AR1 Revision and preparation & AR1 Assessment	AR1 Revision List	AR1
11/01/2027	AR1 Critical Reflection		AR1
18/01/2027	<u>Introduction to Programming -Lesson 5</u> - Students will use Scratch to create and use multiple sub-programs, sending messages between subroutines. Students will utilize pre-existing subroutines and subroutines created by others.		Programming - Learning Checkpoint
25/01/2027	<u>Lesson 1 – Computer Networks and protocols.</u> Students will learn about what a computer network is and explain how data is transmitted between computers across networks. Also what a 'protocol' is and provide examples of non-networking protocols.	SENECA – 5.1.1 – Networks & 5.1.2 – Geographical Classification of Networks	
01/02/2027	<u>Lesson 2 – Networking hardware.</u> Students will learn about network cables, switches, servers and routers. Each is explained in turn, and learners then use their knowledge of each component to build a series of increasingly complicated network diagrams.		
08/02/2027	<u>Lesson 3 – Wired and wireless networks.</u> Students will learn how bandwidth varies between these technologies. Learners will discuss the mobile technologies of 3G, 4G, and 5G. Learners will develop an understanding of the term 'bandwidth' and test the performance of their own internet connection. Learners will also develop an appreciation for online activities that are bandwidth-heavy, before moving on to explore the advantages and disadvantages of wired and wireless networks	SENECA – 5.1.3 – What is the internet & 5.1.4 – The World Wide Web	
February Half Term			
22/02/2027	<u>Lesson 4 – Packet switching</u>		
01/03/2027	<u>Lesson 5 – The World Wide Web.</u> + revision half, then LC	SENECA – 5.1.5 – URL's & 5.1.6 – Web Hosting	Networks - Learning Checkpoint
08/03/2027	<u>Modelling Data – Spreadsheets. Getting to know a spreadsheet.</u> This lesson introduces students to the concept of spreadsheets and why spreadsheets are useful. They will learn how to navigate a spreadsheet via its rows and columns, and become familiar with the cell referencing system. They will locate and select ranges of cells and change cells' background colour and border properties.		
15/03/2027	<u>Modelling Data – Spreadsheets. Quick calculations.</u> In this lesson, students will practice entering text into cells of a spreadsheet and then learn how to perform calculations on the data using basic formulas and cell references. They will learn how to use the autofill tool to duplicate cells and continue a linear pattern, and then combine the autofill tool with basic formulas to quickly populate a results column with calculations.	SENECA – Computational Thinking – 1.1.1 – Abstraction Thinking	
22/03/2027	<u>Modelling Data – Spreadsheets. Quick calculations.</u> In this lesson, students will practice entering text into cells of a spreadsheet and then learn how to perform calculations on the data using basic formulas and cell references. They will learn how to use the autofill tool to duplicate cells and continue a linear pattern, and then combine the autofill tool with basic formulas to quickly populate a results column with calculations		
Easter Break			
12/04/2027	<u>Modelling Data – Spreadsheets. Part 1 Become a data master.</u> In this lesson, students will discover how to use functions to analyse data in a spreadsheet. As well as learning how to automatically create charts from data, they will be introduced to four functions: SUM, MAX, MIN, and COUNTA. Functions allow you to very quickly calculate results. The functions covered in this lesson are used to calculate totals, find the maximum and minimum values in a range, and count populated (i.e. non-blank) cells.	SENECA - Computational Thinking – 1.1.2 Decomposition Thinking	
19/04/2027	<u>Modelling Data – Spreadsheets. Level up your data skills.</u> This lesson will introduce students to three more functions — COUNTIF, AVERAGE, and IF — and to how they can sort and filter a spreadsheet. Learners will		

	work on a larger data set to get a feel for analysing real-world data using spreadsheets.		
26/04/2027	Modelling Data – Spreadsheets. Level up your data skills. This lesson will introduce students to three more functions — COUNTIF, AVERAGE, and IF — and to how they can sort and filter a spreadsheet. Learners will work on a larger data set to get a feel for analysing real-world data using spreadsheets.	SENECA - Computational Thinking – 1.1.2 – Algorithmic Thinking	Spreadsheets - Learning Checkpoint
03/05/2027	Creative Video Editing - Come and Visit us Students will be introduced to a promotional video to promote a destination, and with support critique the videos identifying strengths and weaknesses. Students will decide on a destination and conduct research using the internet effectively. They will save suitable images to use in their video, considering audience and purpose, and the copyright properties of the images.		
10/05/2027	Creative Video Editing - Come and Visit us Students will use Canva to create their promotional video, ensuring that all areas of strength identified in the first lesson are applied to their video to ensure a high-quality finish, using transitions, text and images to have a good impact.	SENECA -6.1.1 Digital Footprints	
17/05/2027	Creative Video Editing - Come and Visit us Students will use Canva to create their promotional video, ensuring that all areas of strength identified in the first lesson are applied to their video to ensure a high-quality finish, using transitions, text and images to have a good impact.		
24/05/2027	Creative Video Editing - Come and Visit us Students will use Canva to create their promotional video, ensuring that all areas of strength identified in the first lesson are applied to their video to ensure a high-quality finish, using transitions, text and images to have a good impact.	SENECA – 6.1.2 – Leaving a safe online footprint	
May Half Term			
07/06/2027	AR2 Revision and preparation & AR2 Assessment		AR2
14/06/2027	AR2 Critical Reflection		AR2
21/06/2027	Creative Video Editing - Come and Visit us Students will use Canva to create their promotional video, ensuring that all areas of strength identified in the first lesson are applied to their video to ensure a high-quality finish, using transitions, text and images to have a good impact.	SENECA – 6.1.3 – Online Safety	
28/06/2027	Creative Video Editing - Come and Visit us Students will evaluate their promotional video, looking at strengths and weaknesses and how it may have been improved.		
05/07/2027	E-safety Focus Week	SENECA -6.1.6 – People online	
12/07/2027	Enrichment		