

BEIS YAAKOV JEWISH HIGH SCHOOL ACADEMY

Computing/ Computer Science Programme of Study 2024-25

Our Five-Year Curriculum

The Computing curriculum at BYJHS aims to enable our students to become digital citizens – individuals who are able to develop the mindset of a computer scientist, using computational thinking and digital creativity as well as possessing good quality IT and digital literacy skills to enable them to engage positively within the modern workplace. We want our students to develop the foundations to enable them to be discerning, life-long learners in a fast-moving landscape.

The Computing curriculum has been designed to ensure learners have sufficient knowledge to stay safe online, understanding how computers work and be confident when using them. Students develop into resilient learners and critical thinkers who can apply their skills to any challenging situation and effectively solve problems and recover from mistakes.

COMPUTING CURRICULUM AREA STAFF 24-25

Mrs Y Sasson

Should you require more information about this subject area please contact:

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CURRICULUM MAP

SUBJECT	YEAR GROUP	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
Computing	¥7	Topic 1: Digital Literacy – Introduction to online safety	Topic 3: Networks – From Semaphores to the internet	TOPIC 3: Networks – From semaphores to the Internet Continued	Topic 4: Scratch 1	Topic 5: Modelling Data Using Spreadsheets	Topic 6: Scratch 2
		Topic 2: Clear Messaging in Digital Media		Topic 4: Scratch 1			
Computing	¥8	Topic 1: Layers of Computing Systems	Topic 2: Developing for the Web	Topic 3: Representations – From clay to Silicon	Topic 4: Introduction to Python Programming	Topic 5: Mobile App Development	Topic 6: Vector Graphics
Computing	Y9	Topic 1: Python Programming with sequencing of data	Topic 2: Media Animations	Topic 3: Data Science	Topic 4: Representations Audio Visual	Topic 5: Cyber security	Topic 6: Enterprise project
Computer Science	Y10	TOPIC: Fundamentals of algorithms (1) 1.1 Algorithms,	TOPIC: Fundamentals of algorithms (1) 1.1 Algorithms,	TOPIC: Programming basics (2A) 2A.1 Data types and operations	TOPIC: Programming techniques (2B) 2B.1 Procedures and functions 2B.2 Validation and	TOPIC: Fundamentals of data representation (3) 3.1 Storage units and	TOPIC: Fundamentals of data representation (3) 3.1 Storage units and
		decomposition, and abstraction 1.2 Developing algorithms using flowcharts	decomposition, and abstraction 1.2 Developing algorithms using flowcharts	2A.2 Sequence and selection 2A.3 Iteration 2A.4 Arrays and records	authentication 2B.3 Determining the purpose of algorithms 2B.4 Errors and testing	binary numbers 3.2 Binary arithmetic and hexadecimal 3.3 ASCII and Unicode 3.4 Images 3.5 Sound	binary numbers 3.2 Binary arithmetic and hexadecimal 3.3 ASCII and Unicode 3.4 Images

		1.3 Developing algorithms using pseudocode1.4 Searching algorithms	1.3 Developing algorithms using pseudocode1.4 Searching algorithms			3.6 Compression	3.5 Sound 3.6 Compression
Computer Science	¥11	TOPIC: Computer systems 4.1 Boolean logic 4.2 Application and system software 4.3 Classification of programming languages and translators 4.4 Systems architecture 4.5 The CPU and Fetch -Execute cycle 4.6 Memory 4.7 Secondary storage	TOPIC: Fundamentals of computer networks (5) 5.1 Wired and wireless networks 5.2 Network security 5.3 Protocols and layers	TOPIC: Cyber security 6.1 Cybersecurity threats 6.2 Social engineering 6.3 Malicious code 6.4 Detecting and preventing cyber security threats	TOPIC: Relational databases and SQL (7) 7.1 The concept of a database 7.2 The concept of a relational database 7.3 Structured query language (SQL)	TOPIC: Ethical, legal, and environmental impacts of digital technology 8.1 Ethical impacts of technology on society Environmental impacts of technology on society 8.3 legislation TOPIC: Revision	