Curriculum Offer



Curriculum Offer

SUBJECT: Computing	**YEAR:** 7, 8, 9, 10 & 11	**PATHWAY:** 1
SKILLS AND KNOWLEDGE PROGRESSION		
KNOWLEDGE • Understand that technology is part of everyday life and can help people complete tasks. • Recognise and name a range of digital devices and begin to understand their purpose. • Know that computers follow instructions and that simple programs control what happens on screen. • Understand that digital content can include pictures, sounds, text and simple data. • Recognise that technology can be used to communicate and share information safely. • Begin to understand simple rules for staying safe when using technology with adult support.	**SKILLS** • Operate a range of digital devices with increasing confidence and independence. • Use simple software to create pictures, sounds, stories and other digital content. • Follow and create simple sequences of instructions and begin to solve simple problems. • Select and use appropriate digital tools to complete familiar tasks. • Save, retrieve and share work with support where appropriate. • Communicate and interact appropriately using technology in supported environments.	**SPIRAL** • Revisit core digital skills regularly to build confidence, independence and fluency. • Progress from exploring technology through supported activities to completing increasingly independent tasks. • Develop understanding from recognising technology to using it purposefully across a range of contexts. • Reinforce online safety routines throughout all computing activities. • Build communication, problem-solving and decision-making through repeated practical experiences using technology. • Apply computing skills across the wider curriculum and everyday life to promote independence and functional digital skills.

Curriculum Offer

YEAR/CYCLE	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
Year 7	Non discrete teaching. Embedded and recorded as part of delivered curriculum (see guidance in identifying opportunities) *Computing Plan and Rationale From September 2026 v2.docx*				Units from Purple Mash Reception Content	
Year 8	Units from Purple Mash Reception Content. *Purple Mash Computing Scheme*				Y1: Introduction to PM (3)	Y1: Technology Around Us (4)
Year 9	Y1: Introduction to Purple Mash (3) Y1: Creative Computing (4)	Y1: Creating & Following Instructions (3)	Y1: Technology Around Us (4)	Y1: Data Explorers (6)	Y1: Coding (6)	Y1: Making Beats (4)
Year 10	AQA Unit Award Scheme ICT					
Year 11	AQA Unit Award Scheme ICT. Link		Y1: Animated Stories (6)	Y2: The Internet (4)	Y2: Questioning (4)	Y3: Email (6)

Curriculum Offer

CURRICULUM OVERVIEW	CROSS CURRICULAR LINKS	DESTINATIONS
• Route 1 provides pupils with a practical introduction to computing through engaging, hands-on experiences that develop confidence in using technology for everyday purposes. • Pupils learn to recognise technology, create simple digital content, follow instructions and begin to understand how computers work. • Learning is delivered through highly supported, practical activities with regular opportunities to revisit and reinforce key concepts to promote independence. • **At least one 2BeSafe unit is taught each term**, ensuring online safety, digital citizenship and responsible use of technology are embedded throughout the curriculum.	**English Opportunities** • Developing speaking and listening through discussion and collaborative activities. • Following and giving simple instructions. • Creating simple digital stories using pictures, symbols, text and sound. • Developing communication through a range of digital media. **Maths Opportunities** • Sorting, grouping and classifying objects. • Recognising patterns and sequences. • Counting, ordering and simple data handling. • Using logical thinking to solve simple problems. **Life Skills Opportunities** • Developing independence when using everyday technology. • Recognising technology used at home, school and in the community. • Making simple choices when selecting digital tools. • Developing safe and responsible technology habits.	• Build confidence and independence when using technology. • Develop resilience through exploration, trial and improvement. • Encourage communication, cooperation and turn-taking during shared activities. • Promote safe, respectful and responsible behaviour when using digital technologies. • Prepare pupils to use technology confidently in everyday life, further learning and their local community.

Curriculum Offer

SUBJECT: Computing	**YEAR:** 7, 8, 9, 10 & 11	**PATHWAY:** 2
SKILLS AND KNOWLEDGE PROGRESSION		
KNOWLEDGE • Understand how a range of digital technologies can be used to create, communicate and solve problems. • Know that algorithms are a sequence of instructions used to control programs and devices. • Understand how digital information can be organised, stored and presented in different formats. • Recognise how the internet and online services support learning, communication and everyday life. • Understand that different digital tools are suited to different tasks and purposes. • Know how to stay safe, respectful and responsible when using technology and online services.	**SKILLS** • Use a range of software confidently to create, edit and present digital content. • Design, test and debug simple programs using logical thinking and sequencing. • Collect, organise and present information using appropriate digital tools. • Communicate and collaborate appropriately using digital technologies. • Search for, select and use information from online sources safely and effectively. • Work with increasing independence, selecting suitable digital tools to complete tasks and solve problems.	**SPIRAL** • Build on previously learned digital skills through regular practice and increasing independence. • Progress from following structured activities to selecting and applying appropriate digital tools independently. • Develop computational thinking through increasingly complex programming and problem-solving tasks. • Strengthen confidence in using technology across a range of curriculum areas and real-life situations. • Reinforce safe, responsible and respectful use of technology through all computing activities. • Apply computing knowledge and skills in meaningful contexts to prepare pupils for accredited learning, further education and everyday life.

Curriculum Offer

YEAR/CYCLE	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
Year 7	Y1: Introduction to PM (3) Y1: Creative Computing (4)	Y1: Creating & Following Instructions (3)	Y1: Technology Around Us (4)	Y1: Data Explorers (6)	Y1: Coding (6)	Y1: Making Beats (4)
Year 8	Y2: Introduction to PM (2) Y2: Creating Pictures (5)	Y2: Making Music (3)	Y2: Spreadsheets (6)	Y2: Route Explorers (4)	Y2: The Internet (4)	Google Classroom Tasks (prep for Y9-11)
Year 9	Y2: Coding (6)	Y2: Questioning (4)	Y2: Presenting Ideas (4)	Y1: Animated Stories (6)	Y3: Route Planners (5)	Y3: Email (6)
Year 10	WJEC ICT Users. *WJEC ICT Guidance and Templates*					
Year 11	WJEC ICT Users. *WJEC ICT Guidance and Templates*		Y3: Spreadsheets (6)	Y3: Presentations (5)	Y3: Effective Searching (4)	Y4: Blogging (4)

Curriculum Offer

CURRICULUM OVERVIEW	CROSS CURRICULAR LINKS	DESTINATIONS
• Route 2 builds upon foundational computing skills, enabling pupils to use technology with increasing confidence, independence and purpose across a range of contexts. • Pupils develop their understanding of programming, digital creativity, communication, data handling and the effective use of online technologies. • Learning encourages pupils to solve problems, make informed choices and apply computing skills across the wider curriculum and everyday life. • At least one 2BeSafe unit is taught each term, ensuring online safety, digital citizenship and responsible use of technology are embedded throughout the curriculum.	**English Opportunities** • Creating and presenting digital content for different audiences. • Developing reading and writing through email, presentations and digital communication. • Extending speaking and listening through collaborative computing activities. • Using appropriate digital vocabulary to explain ideas and processes. **Maths Opportunities** • Collecting, organising and presenting data. • Using spreadsheets to perform simple calculations. • Applying logical reasoning, sequencing and problem-solving skills. • Recognising patterns and interpreting information. **Life Skills Opportunities** • Using technology independently to complete everyday tasks. • Developing communication and collaboration using digital tools. • Applying safe and responsible online behaviours in a range of contexts. • Using digital technologies to support organisation, learning and independence.	• Develop independence and confidence when selecting and using appropriate digital technologies. • Strengthen resilience through planning, testing and improving digital work. • Foster teamwork, communication and respectful collaboration using technology. • Promote responsible, safe and ethical use of digital devices and online services. • Prepare pupils for accredited learning, further education and increasing independence in everyday life.

Curriculum Offer

SUBJECT: Computing	**YEAR:** 7, 8, 9, 10 & 11	**PATHWAY:** 3
SKILLS AND KNOWLEDGE PROGRESSION		
KNOWLEDGE • Understand how digital technologies, networks and online services support communication, learning and the workplace. • Know how algorithms, programming and logical thinking are used to solve increasingly complex problems. • Understand how data can be collected, organised, analysed and presented using appropriate digital tools. • Recognise the strengths and limitations of different software applications and select the most suitable tool for a given task. • Understand the importance of evaluating online information for accuracy, reliability and bias. • Know how to use technology safely, responsibly and ethically, understanding the impact of digital actions on themselves and others.	**SKILLS** • Independently select and use a range of digital applications to create, analyse and present high-quality work. • Design, write, test and refine increasingly complex programs using logical and computational thinking. • Collect, interpret and present data using spreadsheets, databases and other digital tools. • Research, evaluate and use online information critically to support learning and decision-making. • Communicate, collaborate and present ideas confidently using a range of digital technologies. • Apply computing knowledge to solve real-world problems and prepare for accredited learning, employment and everyday life.	**SPIRAL** • Refine and extend existing computing skills through increasingly complex and independent tasks. • Develop confidence in selecting the most effective digital tools for different audiences, purposes and outcomes. • Build resilience by testing, evaluating and improving digital solutions through reflection and problem-solving. • Apply computing knowledge across subjects and real-life contexts, promoting independence and employability. • Reinforce safe, responsible and ethical use of technology as digital experiences become more sophisticated. • Prepare pupils for qualifications, further education, employment and lifelong participation in an increasingly digital world.

Curriculum Offer

YEAR/CYCLE	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
Year 7	Y2: Introduction to PM (2) Y2: Creating Pictures (5)	Y2: Making Music (3)	Y2: Spreadsheets (6)	Y2: Route Explorers (4)	Y2: The Internet (4)	Y2: Coding (6)
Year 8	Y2: Questioning (4)	Y2: Presenting Ideas (4)	Y1: Animated Stories (6)	Y3: Route Planners (5)	Y3: Email (6)	Google Classroom Tasks (prep for Y9-11)
Year 9	Y3: Spreadsheets (6)	Y3: Presentations (5)	Y3: Branching Databases (4)	Y4: Logo (4)	Y3: Coding (6)	Y3: Effective Searching (4)
Year 10	WJEC ICT Users. *WJEC ICT Guidance and Templates*					
Year 11	WJEC ICT Users. *WJEC ICT Guidance and Templates*		Y4: Unpacking Hardware & Software (4)	Y4: Introduction to AI (4)	Y3: Effective Searching (4)	Y4: Blogging (4)

Curriculum Offer

CURRICULUM OVERVIEW	CROSS CURRICULAR LINKS	DESTINATIONS
• Route 3 develops advanced digital knowledge and practical computing skills, preparing pupils for accredited qualifications, further education, employment and independent living. • Pupils apply computational thinking, digital creativity and problem-solving through programming, data handling, digital communication and the effective use of a wide range of software applications. • Learning encourages pupils to evaluate digital information, select appropriate technologies for different purposes and apply their skills confidently in real-world contexts. • *At least one 2BeSafe unit is taught each term*, ensuring online safety, digital citizenship and responsible use of technology are embedded throughout the curriculum.	**English Opportunities** • Researching, evaluating and presenting information from a range of digital sources. • Developing written communication through blogs, presentations and digital publications. • Presenting ideas clearly for different audiences using appropriate digital media. • Using subject-specific computing vocabulary accurately and confidently. **Maths Opportunities** • Collecting, analysing and interpreting data using spreadsheets and databases. • Applying logical reasoning, sequencing and computational thinking to solve problems. • Recognising patterns, using formulae and interpreting graphical information. • Using precision and accuracy when designing and evaluating digital solutions.	• Develop confidence, independence and resilience when tackling increasingly complex digital tasks. • Foster creativity, critical thinking and effective problem-solving through practical computing experiences. • Promote safe, responsible and ethical participation in an increasingly digital world. • Strengthen communication, collaboration and leadership skills through shared digital projects. • Prepare pupils for successful progression into accredited qualifications, further education, employment and independent adulthood.

Curriculum Offer

	Life Skills Opportunities • Developing digital literacy for further education, employment and everyday life. • Using digital technologies safely, responsibly and independently in a range of real-world contexts. • Building organisational, communication and problem-solving skills through the effective use of technology. • Understanding emerging technologies, including Artificial Intelligence, and their role in modern society.	

Curriculum Offer

Route 1 – Explore, recognise and begin to use technology

- Route 1 enables pupils to **explore, recognise and begin to use technology** through engaging, hands-on experiences that develop confidence, communication and independence.
- Pupils learn to recognise technology, create simple digital content, follow instructions and begin to understand how computers work.
- Learning is delivered through highly supported, practical activities with regular opportunities to revisit and reinforce key concepts to promote independence.
- **At least one 2BeSafe unit is taught each term**, ensuring online safety, digital citizenship and responsible use of technology are embedded throughout the curriculum.

Route 2 – Use technology confidently, independently and purposefully

- Route 2 enables pupils to **use technology confidently, independently and purposefully** across a range of learning and everyday contexts.
- Pupils develop their understanding of programming, digital creativity, communication, data handling and the effective use of online technologies.
- Learning encourages pupils to solve problems, make informed choices and apply computing skills across the wider curriculum and everyday life.
- **At least one 2BeSafe unit is taught each term**, ensuring online safety, digital citizenship and responsible use of technology are embedded throughout the curriculum.

Route 3 – Apply, evaluate and create using technology to prepare for qualifications, employment and adult life

- Route 3 enables pupils to **apply, evaluate and create using technology**, preparing them for accredited qualifications, further education, employment and independent adult life.
- Pupils develop advanced digital knowledge through programming, data handling, digital communication and the purposeful use of a wide range of software applications.
- Learning encourages pupils to evaluate digital information, select appropriate technologies for different purposes and apply their skills confidently in real-world contexts.
- **At least one 2BeSafe unit is taught each term**, ensuring online safety, digital citizenship and responsible use of technology are embedded throughout the curriculum.