

# Computing Learning Journey



## Revision and Exams

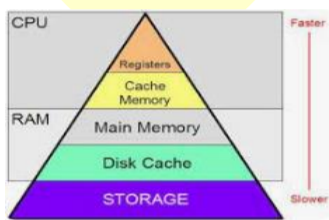
Take some time to review the key areas of learning that you have completed during your time at Woodhey. Get ready to thrive in your exams!



## Programming IDEs and NEA project

In term 3 we look at how IDEs can be used to help make our program efficient and how high level language makes computing fun!

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## Memory, Storage and Algorithms

In term 2 we will learn how to navigate memory and how much more storage you get when you order an upgrade to a new device vs cloud storage.

## System Software, Networks and System Architecture

Year 11 begins by getting to grips with operating systems and learning how Von Neumann Architecture does just about anything inside a computer.

## Networks Security

In term 2 we unlock the power of computational thinking as you prepare for your exams. We learn about functions and encryptions which make computer's defence hacker-proof!

## Boolean Logic and Data Representation

In term 1, we learn about why we solve logical equations when you can solve two at the same time! In the first term of year 10 we find out how to do it.

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## Idea Award

In term 3 we achieve the Duke of York award to gain a qualification in computing. It is fantastic to show proficiency in computing and to put on your curriculum vitae.

## Business challenge

In term 1 we research a new business product and create a pitch to present our unique product. Just like 'Dragon's Den'

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## Creating unique Graphics

In term 3 we learn how to create graphical designs in a software application to launch a business idea.

## Ethics, cultural and environmental issues of computer science

In term 1 we also learn about the environment and the hazards e-waste can cause, and why computing makes a big impact on peoples' lives.

## Programming challenge

In term 2 we learn how to make a program efficient and why programming makes life easier.

## Binary and Ethics

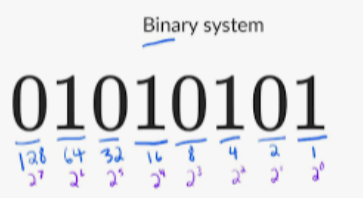
In term 2 we learn about binary numbers and how this is the greatest problem-solving tool of all for computing! We also learn about Artificial Intelligence in Computing



## Networks and programming using Python

In term 1 we look at how to create different layouts of a network at home and at school to make connections better.

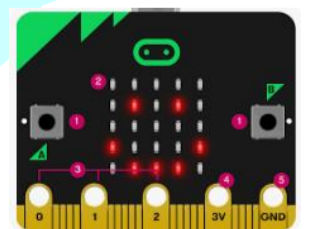
Programming is a bridge to real-world industries who help create websites and design gaming software.



## Spreadsheets and Micro:bits

In term 3, we use formulae to calculate whether a business is making a profit and loss. Programming is the new language of our modern world, we explore how we can create fun games such as Tetris and Emojis.

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## Algorithms, Flowol and programming in Scratch

In term 2 we look at how to create a maze game in a computer program using code; it's excitingly challenging!

## Using technology safely and computer systems

In term 1, we find out how to stay safe online and the exciting ways of creating computer systems.

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