			National Curriculum Links								
Year Group	Half term	Unit Name	3.1 design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems	3.2 understand several key algorithms that reflect computational thinking [for example, ones for sorting and searching]; use logical reasoning to compare the utility of alternative algorithms for the same problem	3.3 use 2 or more programming languages, at least one of which is textual, to solve a variety of computational problems; make appropriate use of data structures [for example, lists, tables or arrays]; design and develop modular programs that use procedures or functions	3.4 understand simple Boolean logic [for example, AND, OR and NOT] and some of its uses in circuits and programming; understand how numbers can be represented in binary, and be able to carry out simple operations on binary numbers [for example, binary addition, and conversion between binary and decimal]	3.5 understand the hardware and software components that make up computer systems, and how they communicate with one another and with other systems	3.6 understand how instructions are stored and executed within a computer system; understand how data of various types (including text, sounds and pictures) can be represented and manipulated digitally, in the form of binary digits	3.7 undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users	3.8 create, reuse, revise and repurpose digital artefacts for a given audience, with attention to trustworthiness, design and usability	3.9 understand a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy; recognise inappropriate content, contact and conduct, and know how to report concerns
7	1	Collaborating Online	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE		
7	2	Gaining support for a cause	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE			FALSE
7	3	Networks	FALSE	FALSE	FALSE	FALSE		FALSE	FALSE	FALSE	FALSE
7	4	Spreadsheets		FALSE	FALSE	FALSE	FALSE	FALSE		FALSE	
7	5	Programming I	FALSE				FALSE	FALSE	FALSE		FALSE
7	6	Programming II	FALSE				FALSE	FALSE	FALSE		FALSE
8	1	Media	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE			FALSE
8	2	Computing systems	FALSE	FALSE	FALSE				FALSE	FALSE	FALSE
8	3	Web Development	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE		FALSE
8	4	Binary Data	FALSE	FALSE	FALSE	FALSE	FALSE		FALSE	FALSE	FALSE
8	5	Mobile App Development				FALSE	FALSE	FALSE	FALSE		FALSE
8	6	Python Programming				FALSE	FALSE		FALSE	FALSE	FALSE
9	1	Media	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE		FALSE
9	2	Data Science	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE		FALSE	FALSE
9	3	Cybersecurity	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	
9	4	Data Representation Images and Sound	FALSE	FALSE	FALSE	FALSE	FALSE		FALSE	FALSE	FALSE
9	5	Python Programming									
9	6	Physical computing				FALSE			FALSE	FALSE	FALSE
			5	6	6	4	4	5	5	8	4