AAN ICT & CS CURRICULUM MAP

Curriculum rationale & design	At AAN we want students to be confident users of current, and future, technology by having an understanding of the risks associated with technology use, an idea of how the technology may work "beyond the interface" and experience of using several computer technologies including programming, graphic design, Office and lots more. Our curriculum is designed to give students a broad and balanced experience of Computing that is broken down into ICT topics, Computer Science topics and Digital Literacy topics.
Curriculum aims	The aim of our curriculum is to: • Mold students to be confident users of technology with the skills needed to succeed in adult life • Experience introductory programming with both a block-based language and text based • Have the ability to create digital artefacts through industry tools such as Photoshop • Understand common cyber security practices and apply them • Interact safely with technology including online gaming, chatrooms etc
Assessment	Scholars complete two trust-wide assessments per year. Scholars also complete mastery quizzes each half-term along with regular in class assessments within topics. Each lesson begins with recall questions to quiz, recap, and consolidate scholars' knowledge.

2025 2026	**Autumn 1 Unit 1**	**Autumn 2 Unit 2**	**Spring 1 Unit 3**	**Spring 2 Unit 4**	**Summer 1 Unit 5**	**Summer Unit 6**
Year 7	Digital Literacy	Digital Literacy	Spreadsheets	Scratch Programming	Interactive Products	Web Awareness
Year 8	Image Editing	Introduction to Python with Turinglab	Interactive Products	Python Programming	Data Representation	Festival Project

Year 9	Hardware and Programming	Computer Security	Pre-Production & Planning	Graphic Design	Future Focus
Year 10 Computer Science	Programming is interleaved throughout the year. GCSE basics (binary, hexadecimal and hardware). Secondary storage and memory.		The CPU. Algorithms.	Computer Networks.	
Year 10 Creative iMedia	R094 Graphic Design unit skills.		R094 Graphic Design coursework. R093 exam content.	R093 exam content.	
Year 11 Computer Science	Programming is interleaved throughout the year. Computer networks. Network security. System software.		Robust programming. Logic gates. IDEs and interpreters.	Revision	
Year 11 Creative iMedia	R097 Interactive Products unit skills. R097 Interactive Products coursework.		R097 Interactive Products coursework. R093 revision.	Revision	