Vernon Computing Journey

KS4 — Teacher guide

- Isaac Computer Science
- T level
- BTEC
- Apprenticeship
- A level

Next steps

Cybersecurity **NW, SS**
Networks **NW, CS**
Impacts of technology **IT, CS**
Programming: parts 1–5 **PG, AL**
Data representations **DI, AL**

Databases and SQL **PG, DI**
Programming: part 6 **PG, AL**
IT and the world of work **DD, IT**
Algorithms **PG, AL**

Physical computing project **CS, PG**
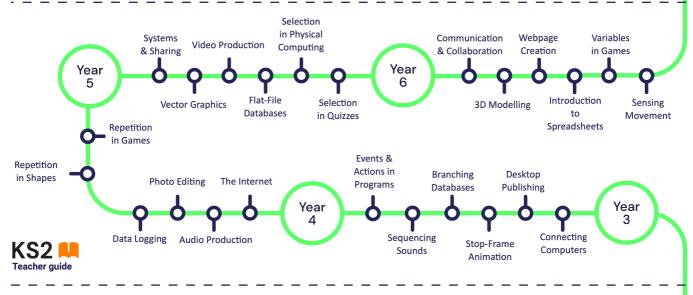OOP (optional) **AL, PG**
HTML **AL, PG**
IT project management **ET, DD**
Spreadsheets **DI, DD**
Media **CM, DD**
Online safety **IT, SS**
Computer systems **CS, AL**

Year 11
Year 10

KS3 — Teacher guide

Year 9

Python programming with sequences of data **AL, PG**
Media: animations **ET, CM**
Data science **DD, DI**
Representations: going audiovisual **AL, PG**
Cybersecurity **SS, IT**
Applying programming skills with physical computing **CS, PG**

Introduction to Python programming **AL, PG**
Developing for the web **CM, PG**
Media: vector graphics **CM, ET**
Using media: gaining support for a cause **IT, ET**
Modelling data: spreadsheets **ET, CM**
From semaphores to the internet **NW, CS**

Mobile app development **ET, PG**
Representations: from clay to silicon **CS, DI**
Computing systems **PG, CS**
Programming essentials: part II **AL, PG**
Programming essentials: part I **AL, PG**
Clear messaging in digital media **ET, SS**

Year 8
Year 7

KS2 — Teacher guide

Year 5

Systems & Sharing
Video Production
Selection in Physical Computing
Communication & Collaboration
Webpage Creation
Variables in Games

Vector Graphics
Flat-File Databases
Selection in Quizzes
3D Modelling
Introduction to Spreadsheets
Sensing Movement

Repetition in Games
Repetition in Shapes
Photo Editing
The Internet
Events & Actions in Programs
Branching Databases
Desktop Publishing

Data Logging
Audio Production
Sequencing Sounds
Stop-Frame Animation
Connecting Computers

Year 6
Year 4
Year 3

KS1 — Teacher guide

Year 1

Technology Around Us
Digital Writing
Moving a Robot
Information Technology Around Us
Making Music
Robot Algorithms

Digital Painting
Grouping Data
Introduction to Animation
Digital Photography
Pictograms
Programming Quizzes

Year 2