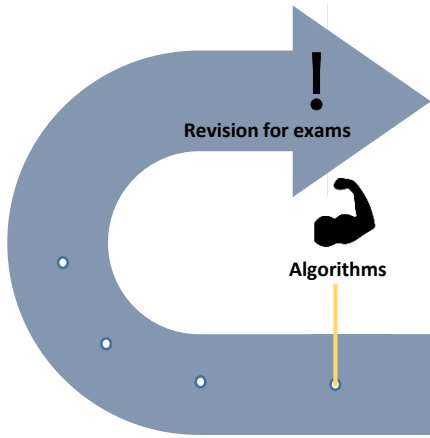


Computer Science Learning Journey



Year 13
ORMISTON SWB ACADEMY

- Algorithms
- Problem Solving & Programming
- Computational Thinking
- Programming Project throughout

- Contemporary Processors
- Software Development
- Compression/ Encryption & Hashing
- Databases
- Networking
- Web Technologies
- Boolean Algebra
- Legal & Ethics

Year 12
ORMISTON SWB ACADEMY

- Laws & Ethics
- Algorithms
- Images Characters & Sound
- SQL
- Logic Gates
- Translators & Facilities of Languages
- Programming Tasks 1-12 hours

Year 11
ORMISTON SWB ACADEMY

- Storage & Memory
- Units & Numbers
- System Architecture
- System Software
- Networking- Wired & Wireless Networks
- System Security
- Python Programming Skills Throughout

Year 10
ORMISTON SWB ACADEMY

- CS & IT industry Project
- Robotics Laws & Ethics
- HTML Web Design
- Taster CS: Programming Project (Games Design)
- Taster IT: Image Manipulation
- Computer Networks

Year 8
ORMISTON SWB ACADEMY

- Computer Logic
- Algorithms
- Flowcharts
- Python Programming Advanced
- Excel-ling
- Mobile App Development

Year 9
ORMISTON SWB ACADEMY

- Python Programming Basics
- MicroBits
- Data Representation
- Computer Components
- Digital Campaign
- Digital Literacy

Year 7
ORMISTON SWB ACADEMY