Curriculum Journey 2025-2026
Subject: Computing

Year 9	Half Term 1	Half term 2	Half Term 3	Half Term 4	Half term 5	Half Term 6
Topic	Programming-Python	Web development	Game maker	AI	Computer systems	Digital Citizenship
Vocabulary	Sequence Selection Iteration Data types Casting Integer String Float Boolean List	Website Prototype Logo Web browser Multimedia Navigation House style Hyperlink Assets Format	Sprite Room Collision detection Collectable object Object Level	Artificial intelligence Machine learning Data Patterns Bias Data privacy Automation	Hardware Operating system Utility software Memory Secondary storage Binary Hexadecimal Ethical Privacy	Social media Risks Fake news Reliable Unreliable Source Cyber security Kiosk Client brief Interactive digital media product
Assessment	Milestone 1	Milestone 2	Milestone 3 Summative assessment 1	Milestone 4	Summative assessment 2	Milestone 5
Links to prior learning	Y7 HT4 Y8 HT4 & 6		Y7 HT4 Y8 HT4 & 6 Y9 HT1		Y7 HT1 Y8 HT1	Y7 HT5 Y8 HT5
Catholic Social Teaching				Life & Dignity Care for creation	Rights & Responsibilities	Rights & Responsibilities Life & Dignity

| Careers and Personal Development links | **Career links:**
Programmers

Personal development links:
Digital literacy
Resilience
Critical thinking | **Career links:**
Web design and developers

Personal development links:
Digital literacy
Creativity

Bebras challenge | **Career links:
Game developers and testers

Personal development links:
Digital literacy
Creativity
Resilience
Critical thinking | **Career links:**
Modern tech jobs

Personal development links:
Digital literacy
Ethical awareness

Coding challenge | **Career links:
Modern tech jobs

Personal development links:
Digital literacy
Ethical awareness | **Career links:**
Network engineers and cyber security analysts

Personal development links:
Digital literacy
Ethical awareness |