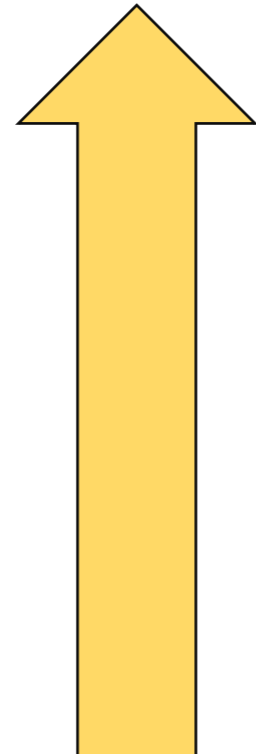
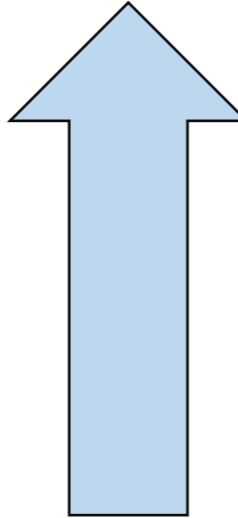
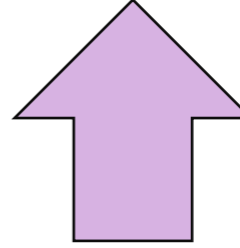


Computing at Woodlands - Specific Pathways

Key Stage Four - Qualification Pathways

Year 11	Computing Entry Level 2	Computing Entry Level 3	Functional Skills Level 1	Functional Skills Level 2/GCSE (1-4)	GCSE (4-9)
Content	<ul style="list-style-type: none"> Use software and hardware. Understand the need to stay safe. Use simple search facilities. Simple editing and formatting techniques. Identify and correct errors. Read, send, and receive emails. 	<ul style="list-style-type: none"> Use input and output devices. Open and save files. Insert media. Use and change passwords. Search web-based sources. Enter, edit and format text and graphics. Check suitability of information. 	<ul style="list-style-type: none"> Interact with a use applications. Work and organise files. Maintain system security. Recognise bias and relevance in information. Process numerical data. Use field names and data types. Enter, search, and edit records. 	<ul style="list-style-type: none"> Use and analyse complex tasks. Select appropriate software to meet needs and solve complex problems. Search queries and use wild cards. Analyse and draw conclusions from data. Organise and integrate information. Use collaborative tools appropriately. 	<ul style="list-style-type: none"> Decomposition and abstraction. Algorithms using variables, strings, & records Data representation and encoding. Concepts of hardware and software. Use programming languages. Understand the use of networks. Develop code and use binary. Use constructs, data structures, input/output, operators, and subprograms. Environment, ethical and legal and cybersecurity issues.
Year 10	Computing Entry Level 1	Computing Entry Level 2	Computing Entry Level 3	Functional Skills Level 1/GCSE (1-4)	Functional Skills Level 2/GCSE (4-9)
Content	<ul style="list-style-type: none"> Use and recognise interface features. Minimise visual and physical stress. Keeping access secure. Identify simple errors. Label an image. Receive and open emails. 	<ul style="list-style-type: none"> Use software and hardware. Understand the need to stay safe. Use simple search facilities. Simple editing and formatting techniques. Identify and correct errors. Read, send, and receive emails. 	<ul style="list-style-type: none"> Use input and output devices. Open and save files. Insert media. Use and change passwords. Search web-based sources. Enter, edit and format text and graphics. Check suitability of information. 	<ul style="list-style-type: none"> Interact with a use applications. Work and organise files. Maintain system security. Recognise bias & relevance in information. Process numerical data. Use field names and data types. Enter, search, and edit records. 	<ul style="list-style-type: none"> Use and analyse complex tasks. Select appropriate software to meet needs and solve complex problems. Search queries and use wild cards. Analyse and draw conclusions from data. Organise and integrate information. Use collaborative tools appropriately.

Adapted Curriculum (Key Stage 1 - 3)

Step 9					<ul style="list-style-type: none"> Create and edit animations. Data science and capture form. Cybersecurity and malware threats. Analyse programming skills with physical computing.
Step 8					<ul style="list-style-type: none"> Vector graphics and application of operations. Layering computer systems and use of logical operators. Use HTML code and modify CSS. Mobile app development using block-based programming language.
Step 7					<ul style="list-style-type: none"> Logos and marketing in digital media. Create and edit a blog. Model data and solve problems in spreadsheets. Programme using scratch - debug and create condition control iterations.
Step 6					<ul style="list-style-type: none"> How we communicate and work together online. Create and maintain web page. Apply and use formulas. Present data. Variables in games - design and edit.
Step 5					<ul style="list-style-type: none"> Understand how search engines work. Create and edit videos. Answer questions using a database. Design a program using selection. Recognise bias and origin of sources.
Step 4					<ul style="list-style-type: none"> How the internet works. Create and edit audio files. Log and analyse data. Use loops in a project. Understand system security.
Step 3					<ul style="list-style-type: none"> How devices are connected. Use the internet responsibly. Edit desktop publishing. Create a database. Create and sequence a project.
Step 2					<ul style="list-style-type: none"> Recognise technology & how it helps us. Explain how to use technology safely. Take and edit photographs. Understand sources online. Create & sort pictograms. Create simple input quiz.
Step 1					<ul style="list-style-type: none"> Recognise key software and hardware of computers. Paint and edit pictures on a computer. Label objects & compare groups. Move a character on scratch. Receive and send emails. Key online safety rules.
Engagement Model	<ul style="list-style-type: none"> Explore systems involving technology including on the iPad & with games on the computer. Use the interactive whiteboard to solve problems. 				