

COMPUTING

@ The Gryphon School



Go to university to enhance your studies and get a degree



Start a degree level apprenticeship



Complete Component 1 and Component 2 Exam



Complete your 2nd Y13 mock exam



Hand in Completed Project

Programming project 3.3 Developing the solution



Revise for and complete your 1st Y13 mock exam



Take a gap year, travel the world and embrace new cultures

Consider summer internship and voluntary work to enhance your learning



Revise for final exams

Programming project 3.4 Evaluation

Programming project 3.2 Design of the solution



Start of Programming Project (Component 03)
3.1 Analysis of the problem



Revise and complete your Y12 mock exam

YEAR 13



Start of A Level Computing Course Algorithms and programming (Component 02)

2.1 Elements of computational thinking

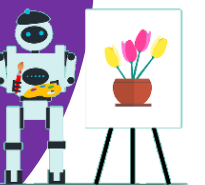


2.2 Problem solving and programming



2.3 Algorithms

1.4 Data types, data structures and algorithms



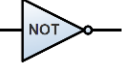
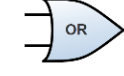
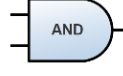
1.5 Legal, moral, cultural and ethical issues

YEAR 12

Revise for and sit your actual GCSEs to give yourself a competitive edge in life



Start of A Level Computing Course Computer systems (Component 01)



2.4 Boolean logic

1.1 The characteristics of contemporary processors, input, output and storage devices

1.2 Software and software development

1.3 Exchanging data



Revise for and sit your 1st Y11 mock exam.



2.2 Programming fundamentals

J277/02: Computational thinking, algorithms and programming

YEAR 11



Revise for and sit your 2nd Y11 mock exam

2.5 Programming languages and Integrated Development Environments

2.3 Producing robust programs



2.1 Algorithms



Start of GCSE Computing Course J277/01: Computer systems



1.3 Computer networks, connections and protocols



Complete Y10 mock exam to get GCSE ready

1.6 Ethical, legal and environmental impacts of digital technology

YEAR 10

Artificial Intelligence - insight into the world of AI and Machine Learning. Pupils begin by considering where AI is used from simple problems such as solving a maze to those more advanced, such as self-driving cars.

Photoshop - practice creating images and manipulate images from using tools such as the clone stamp and colour replacement tool.

Animation - Understand how animations work and create an advanced animation using multiple frames.



Festival Project - design and create a fully functional Interactive Multimedia PowerPoint Presentation to showcase a local music festival



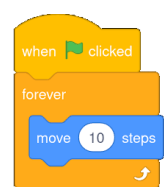
Computer Systems - develop understanding of the role data and information play. Look at Boolean operators and binary representation of numbers. The unit will also look at ethical concerns and security.

Digital Society - Learn how computer are affecting the modern world and the ethical issues caused by technology

Computer Systems - You will develop some understanding of how computer systems function and how binary number systems and computer networking functions work.



Databases - you will discover what a database is and their key features. You will then begin to create a basic, computer database, made up of data collected from your peers.



Advanced Algorithms and Programming - This unit introduces some of the more complex concepts of programming. Students create a helicopter game to include variables, in the form of a score

YEAR 9



Photoshop - A basic introduction to the image editing software and how to use the major tools



Website Design - further develop your website skills. design and create a website about a topic of your choice. A key skill in this unit is how to create multiple pages and link them together using hyperlinks.



Python Programming - discover how to make a more advanced Chabot and use artificial intelligence in order to mimic a real human, using a computer.



Algorithms and Programming (Scratch) Learn about the main programming constructs through the creation of your own computer game in Scratch



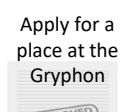
Computer Systems - understand the various hardware and software components that make up computer systems.

Introduction to Computing - You will receive training on use of the intranet and other essential software



YEAR 7

High Level Programming (Python) Learn how to program in a text-based programming language



Apply for a place at the Gryphon



E-Safety - Learn how to stay safe online and avoid potential threats

Website Design - Create a simple website in HTML using pictures, text and hyperlinks.

Forge and develop friendships that will last a lifetime



Gryphon Transition Programme. Visit the school and meet your form tutor.



Build a solid foundation in education



PRIMARY SCHOOL

Meet our SLT and Pastoral leads through Y6 outreach programs

