Our Computing Learning Journey in KS3

Key:

Computer Science - the principles of information and computation, how digital systems work and programming

Digital Literacy – the ability to use, and express themselves and develop their ideas through information and communication technology

IT - use information technology to create programs, systems and a range of content

GCSEs and Beyond

Website Project

Graphics for the web

Year 7

Introduction and Using Computers Safely

Introduction to Spreadsheets

Computing Theory

Control Systems with Flowol

Games Programming in Scratch

HTML and Webpage Development

Year 8

Computer Crime and Cyber Security

Spreadsheet Modelling

Understanding Computers

Advanced Scratch Programming

Introduction to Python

Year 9

Python Next Steps

Networks

AI and Machine Learning

Computational Thinking & Logic

Image Editing