

CURRICULUM OVERVIEW OF COMPUTING AT KS3:

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 7 Topics	Unit 1 – The school network and Email	Unit 2 – Online Safety	Unit 3 – Binary and Control Unit 4 - Technology	Unit 5 - Scratch	Unit 5 – Scratch (continued)	Unit 6 – Adventure Story
Year 7 Rationale	<p>The Y7 curriculum aims to introduce students to using a network safely and correctly, and becoming responsible digital citizens. They should be able to remain safe when using the Internet and understand how to behave towards others.</p> <p>Y7 students are also expected to begin to use computational thinking and understand some of the technical basis of Computing as well as the history of computers. They are also encouraged to become creative and confident users of computer software.</p>					
Year 8	Unit 1 – Flash animation	Unit 2 - Networks	Unit 3 – Python programming	Unit 4 – How computers work	Unit 5 - Microbits	Unit 6 - HTML
Year8 Rationale	<p>They Y8 curriculum aims to build on the skills acquired in year 7 and extend students’ understanding of the way computers work; they develop their understanding of how to structure a program. They will have a taste of the type of programming skills that will be required if they opt to do Computing at GCSE so that they are able to make informed choices for KS4. The units also give students an understanding of elements of Computing and ICT that will give them skills and knowledge for life outside the classroom.</p>					