Computing KS3 Curriculum Overview 2022-2023

Cornerstones of Our Computing Curriculum are:

- I. Problem solving through programming
- 2. Cyber Security/Data Awareness
- 3. Creative use of Computers
- 4. Data structures using ICT

	Autumn I	Autumn 2	Spring I	Spring 2	Summer I	Summer 2
Year 7	ICT	Understanding Computers		Spreadsheet Modelling	Programming	Computing Interface
	Logon	Elements of a Computer	•	Computer Models	Introduction to Kodu	Intro to apps
(2 hours	Office 365/SMH	CPU		Financial Model	Modelling	Home-screen and navigation
per	E-Safety	Understanding Binary		What if-Predictions	Real world	Adding files
fortnight.)	Social Network	Storage		Conditional Formatting	Gaming	Using map functions
	Data-safe			Charts	Programming constructs	User engagement
	Email	6 Lessons				
	Web searching 6 Lessons			6 Lessons	6 Lessons	6 Lessons
Assessment	Online Quiz-MCQ's	Online Quiz- MCQ's	Online Quiz- MCQ's	Online Quiz- MCQ's	Online Quiz- MCQ's	MCQ's
	Cyber Security					EOU assessment – Final APP
		Christmas Assessment		Easter Assessment		EOY Assessment
	Cyber Security/Data	Data	Problem	Data Structures/Problem	Data structures/Creative/data	Creative use of Computers
	structures	struc <mark>tur</mark> es/Pro <mark>ble</mark> m	solving/Creative/Data	Solving/ Creative use of	security	
		solving	Structure	Computers		
	Autumn I	Autumn 2	Spring I	Spring 2	Summer I	Summer 2
Year 8	Binary SMH-Office365	Computing-Cyber Security	Al and Machine learning What is Al		Programming Python	Computing Interface Intro to apps Home-screen and navigation
(2 hours	Binary to denary	Email scams	Machine Learning		If statements	Adding files
per	Denary to binary	Hacking	Ethic of Al		Controlled and conditional	Using map functions
fortnight.)	8 Bit/9 bit numbers	Personal Data	Image recognition		loops	Appshed - Alternative
	Hex	Copyright	Turing tests and Chat be	ots	Procedures	
	AND/OR/NOT gates	H&S				
Assessment	Online Quiz- MCQ's	Online Quiz- MCQ's	Online Quiz- MCQ's	Online Quiz- MCQ's	Online Quiz- MCQ's	MCQ's
	Excel document				Python Quiz	EOU assessment – Final APP
		Christmas Assessment		Easter Assessment		EOY Assessment
					.	
	Problem solving/data Structures	Cyber Security	Creative/Problem solving	Creative/Data structures/security	Problem solving, Creative use	Creative use/Data Structure

Year 9	Computing and media Industry	Networks	Creating digital graphics		Python NEXT STEPS	Web design
	Media industry	The Internet	for context briefs		The basics	CSS
(2 Hours	Sectors and products	Connectivity	Sourcing		Loops (for and while)	Design
per	Conventions of products	Topologies	Basic Photoshop skills		Lists (Arrays)	Development
fortnight.)	Purposes of media products	Client Server	Isolating text		Procedures	Web-Forms
	(Visualization/Annotation)	Encryption	Masks		Functions	Graphics
			Resolution			Vector Graphics
						Bitmap Graphics
						Effects and Enhance
						Adding text
Assessment	Online MCQ	Online MCQ	Project hand in		Online MCQ	Project hand in
Туре	Exam Q's	Exam Q's	Final Production		Exam Q's	Final Production
		Christmas Assessment		Easter assessment		EOY Assessment
Curriculum	Problem solving/data	Cyber Security/Data	Creative use of	Cyber Security/Data	Problem solving/Data	Creative use of
Content	structures	structures	Computers/Problem	structures/Creative	Structures	Computers/Problem solving and
			solving and design	programming		design

Year 7	Year 8	Year 9	
Graphics Vector Graphics	Creating a video sequence Intro to Digital Video	RPG game maker — Game Review	1136
Bitmap Graphics Effects and Enhance Adding text	Plan, Script and story Shooting scenes Editing cuts Final cut	Game Design Genre Game creation Game review	
		Project production skills Gant charts Mood Boards	
	HIG	Visualisation techniques Storyboards Scripts File Formats	FACTA NON VERBA