



















KS3 Computing Curriculum

Subject on a Page

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 7	 <p>Introduction, acceptable use policy, MS Word</p> <p>Using email, recognising risks online, letter writing.</p>	 <p>Introduction to programming</p> <p>Introduction to programming skills</p>	 <p>Hardware</p> <p>Recognising types of hardware and their use</p>	 <p>Internet safety + digital footprint</p> <p>Recognising online risks and how to mitigate</p>	 <p>Scratch</p> <p>Developing programming skills</p>	 <p>Introduction to Excel, Calculating formula, formatting.</p> <p>Python maths / turtle</p> <p>Developing programming skills</p>
Year 8	 <p>Understanding how computers work</p> <p>Developing understanding of hardware, software and how the key components within a computer and storage.</p>	 <p>Developing for the web</p> <p>Designing a website based on a client brief, using HTML to build a website</p>	 <p>Developing vector graphics</p> <p>Using design software to create vector graphics. Creating a logo</p>	 <p>Introduction to Python programming</p> <p>Developing programming skills</p>	 <p>Business</p> <p>Developing understanding of Market Research, building skills on Excel to create graphs</p>	 <p>Introduction to Photoshop</p> <p>Introduction to basic skills and editing photographs using Photoshop</p>
Year 9	 <p>Introduction to AI</p> <p>Developing understanding of machine learning and use of robotics in industry and exploration.</p>	 <p>Introduction to Cybersecurity</p> <p>Understanding hacking, social engineering, malicious software and preventing cyber-attacks.</p>	 <p>Business unit</p> <p>Students will be introduced to the Enterprise and Marketing, exploring entrepreneurs</p>	 <p>Developing skills on Photoshop</p> <p>Students will develop their skills by creating marketing literature in relation to a design brief.</p>	 <p>Mobile app development</p> <p>Using programming skills to plan and create a mobile app.</p>	 <p>Plan and create interactive digital media</p> <p>Develop an interactive kiosk with navigation buttons.</p>