

KS3 Computing

Impact of technology

computing systems

Safety and security

Effective use of tools

networks

Data and information

Design and development

Creating media

algorithms

programming

History of technology

Hardware

Online safety

spreadsheets

GUI features

Editing images

decomposition
s

block based programming

Famous pioneers

Software

Cyber security

databases

Animation

Pattern recognition

Text based programming

video

abstraction

Web design

Algorithmic design

Our Overall Intent

To provide challenges through a progression of transferable knowledge and skills to enable pupils to feel more confident using a range of ICT to build pupils resilience and encourage creativity.

Our Curriculum Intent

There are six strands to our Computing Curriculum

Impact of technology

Computing systems

Safety and security

Data and information

Creating media

Programming

Each strand has their own key knowledge areas

1. Using ICT

1. External Hardware

1. Online safety

1. Databases

1. Editing images

1. Algorithms

2. History of technology

2. Internal hardware

2. Health safety

2. Spreadsheets

2. Animation

2. Block based programming

3. Famous pioneers

3. Types of software

3. Cyber security

3. Creating video's

3. Text- based programming

4. Networks

4. Copyright and legal

4. Web design

Year Groups	Half term 1	Half term 2	Half term 3	Half term 4	Half term 5	Half term 6
Year 7	Impact of technology- 1/2 1. I can identify examples of technology 2. I can suggest differences between using digital devices and non-digital tools	Computing systems - 1 1. I can identify parts of the computer. 2. I can understand the process of a computer 3. I can explain the difference between an input and output	Safety and security	Data and information – 1	Creating media -1	Programming 1/2
Year 8	Impact of technology – 1/2 1. I can Name famous pioneers 2. I can explain the term hardware	Computing systems - 2	Safety and security	Data and information – 2	Creating media -2	Programming – 2/3
Year 9	Impact of technology – 1/2 1. I can explain how technology effects the world we live in	Computing systems - 3/4	Safety and security	Data and information – 2	Creating media -3/4	Programming – 3