

ICT - KS3

Overview

At Key stage 3 learners will be following the 'Tech Computing Curriculum' designed by the Raspberry Pi Foundation on behalf of the National Centre for Computing Education (NCCE). This curriculum has been chosen due to its comprehensive coverage of the subject, allowing students to access GCSE computing should the transition back to mainstream education by the end of key stage 3. Furthermore this curriculum allows for a range of IT skills to be developed by students. They will look at aspects of programming, animation, pp development and using technology to support data handling.

Throughout key stage 3 students will focus on a variety of units, with each unit laying the foundations for the following year, allowing learners to develop a good understanding of all relevant aspects of computing in line with the national curriculum.

Each unit aligns with different aspects of 'Education for a Connected World'. This allows learners to not only develop their computing skills but also work on relevant topics such as 'Online Bullying', 'Online Relationships', and the importance of 'Online Security'.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 7	Clear Messaging in Digital Media	Networks – From Semaphores to The Internet	Programming Essentials in Scratch – Part 1	Modelling Data – Spreadsheets	Programming Essentials in Scratch – Part 2	Using Media – Gaining Support for a Cause
Year 8	Media – Vector Graphs	Computing Systems	Developing for The Web	Representations – From Clay to Silicon	Mobile App Development	Intro to Python Programming
Year 9	Python Programming With Sequences of Data	Animations	Data Science	Representations – Going Audio Visual	Cyber Security	Physical Computing