

Computer Science – Key Stage 3 (Years 7, 8 and 9)

	Term 1		Term 2		Term 3
7	Digital Media (ECDL Skills)	E-safety	Networks	Programming in Scratch	Modelling Data
	Basic Computer Skills - Creating PP presentation – using Word and excel in creating a Themepark interactive system	Looking through techniques of how to be safe online – using modern technology	This unit begins by defining a network and addressing the benefits of networking, before covering how data is transmitted across networks using protocols	Programming - Scratch - Designing & Producing a Pong game	The spreadsheet unit for Year 7 takes learners from having very little knowledge of spreadsheets to being able to confidently model data with a spreadsheet.
	Term 1		Term 2		Term 3
8	Layers of Computing	How Computers really work	Building on Programming skills from scratch to SMALL BASIC	Virtual Reality Systems (Research of CS)	Python
	This unit takes learners on a tour through the different layers of computing systems	How hardware is used to change computers.	Programming - Small Basic - Making an object create shapes - creating your own code using code scripts	Research into future and present technology	This unit introduces learners to text-based programming with Python. To help build on past knowledge
	Term 1		Term 2		Term 3
9	Python Progression	E- Safety progression	Impact of Technology	Cyber Security	Data Representation
	This unit introduces learners to how data can be represented and processed in sequences	Building on previous knowledge on how to be safe online with exploring real-life stories.	Understanding the impact of technology over time and the impact it's had on human life.	This unit takes the learners on an eye-opening journey of discovery about techniques used by cybercriminals to steal data, disrupt systems, and infiltrate networks	This unit takes the learners on a journey through learning about Binary numbers the language of the computer and how its converted to Denary and Hex