




## Computing Department KS3 Curriculum Map

	HT1	HT2	HT3	HT4	HT5	HT6
Year 7	Microsoft Office/e-Safety (NC7,8,9)	Scratch (NC2,3,4,8)	Computer Science Theory (NC4,5,6)	Flowol & BASIC (NC1,2,3,4,7)	Micro:Bit programming (NC1,2,3,4)	Web Graphics and Animations (NC7,8)
	<b>RPSE</b> – Topic 1 and 2 (Y7), Topic 7 (Y8), Topic 4 (Y9), Topic 6 (Y10), Topic 5 (Y11). English, <b>Maths</b> - HT2 (Y7), <b>Geography</b> – HT5 (Y9) <b>English</b> – social media and its effects on society (Y8).	<b>Maths</b> - HT 1 (Y7) 1 and 4 (Y9), <b>English</b> – Proof reading skill (KS4)	<b>Business Studies</b> – HT5 (Y10), <b>Engineering</b> – HT1 (Y11 Binary Notation) <b>Maths</b> - (Deins Block)	<b>Maths</b> - HT1 (Y7), <b>D&amp;T</b> – Electronics <b>English</b> – Proof reading skill (KS4)	<b>Maths</b> - HT1 (Y7), HT2 (Y9 and Y11), <b>D&amp;T</b> – Electronics, <b>Physics</b> - HT5 & 6 (Y8 & Y10), <b>Engineering</b> - Electric Circuits <b>English</b> – Proof reading skill (KS4)	<b>D&amp;T</b> - Product Design (Y10), <b>Business Studies</b> - HT2 (Y11) <b>English</b> – Persuasive writing task (Zoos)
Sequence	<ul style="list-style-type: none"> <li>Expectations in ICT</li> <li>Logging on to different systems</li> <li>Folder structure</li> <li>E-safety/Using Microsoft Office</li> <li>Using Microsoft Office tools to create</li> </ul>	<ul style="list-style-type: none"> <li>Scratch Cards (Basic skills)</li> <li>Escape the dragon (Basic skills)</li> <li>Simple loops (Intermediate skills)</li> </ul>	<ul style="list-style-type: none"> <li>Inputs and Outputs</li> <li>Hardware and Software</li> <li>The CPU</li> <li>Secondary Storage</li> <li>Binary (4 bit to 8 bit)</li> </ul>	<ul style="list-style-type: none"> <li>What is programming (Algorithms and Flowcharts)</li> <li>Creating flow charts to control a mimic in Flowol.</li> </ul>	<ul style="list-style-type: none"> <li>Visual programming using the Micro:Bit</li> <li>Creating a simple game</li> <li>Using text based programming</li> </ul>	<ul style="list-style-type: none"> <li>Evaluating a client brief and Writing a proposal</li> <li>Evaluating graphics</li> <li>Skills building (Adobe Fireworks)</li> </ul>



	professional, consistent documents (Slide Master, appropriate formatting etc.)	<ul style="list-style-type: none"><li>• Variables (Intermediate skills)</li><li>• Maths in Scratch (Intermediate skills) /If statements (Advanced skills)</li><li>• Monkey Mayhem (Intermediate game)</li></ul>	<ul style="list-style-type: none"><li>• Laws</li></ul>	<ul style="list-style-type: none"><li>• Programming in BASIC. Inputs and outputs</li><li>• IF/Else statements</li><li>• Variables</li></ul>	<ul style="list-style-type: none"><li>• Controlling a buggy using Micro:Bit programming.</li></ul>	<ul style="list-style-type: none"><li>• Analysing client brief</li><li>• Designing Graphics Creating graphics (Logo, buttons, Animated Banner)</li></ul>
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	HT1	HT2	HT3	HT4	HT5	HT6
Year 8	Small Basic (NC2,3,4)	Photoshop (NC7,8,9)	Computer Science Theory (NC4,5,6)	Dreamweaver (HTML programming) (NC7,8)	C# Programming (NC1,2,3,4)	Multimedia (App development) (NC1,2,3,7,8)
	<b>Maths</b> - HT 1 and 4 (Y9), HT2 (Y9 and Y11), <b>English</b> – Proof reading skill (KS4)	<b>Graphics Design</b> (Year 10 Projects), <b>Photography</b> - (Y10 Photoshop), <b>English</b> – Social media effects	<b>Maths</b> - (Deins Block) <b>Photography</b> (Y10 Photoshop), <b>Physics</b> - HT3 &4 (Y8 & Y10) <b>Engineering</b> – HT1 (Y11 Binary Notation)	<b>D&amp;T</b> - Product Design (Y10), English, Business Studies <b>English</b> – Proof reading skill (KS4)	<b>Maths</b> - HT1 (Y7, Y10 and Y11 (H)) and HT2 (Y9 and Y11), <b>English</b> – Proof reading skill (KS4)	<b>Graphics</b> - (Y10 App Design), <b>Business Studies</b> - HT2 (Y11), <b>Food Tech Cycle</b> (Y7,8 and 9) <b>English</b> – Proof reading skill (KS4)
Sequence	<ul style="list-style-type: none"> <li>• Introduction to Software &amp; Turtle</li> <li>• Using a FOR loop</li> <li>• Text Window programming</li> <li>• Variables (mini-assessment)</li> <li>• Using conditions (IF)</li> <li>• End of unit programming challenges.</li> </ul>	<ul style="list-style-type: none"> <li>• What is airbrushing?</li> <li>• Skills building (Adobe Photoshop)</li> <li>• Analysing client brief</li> <li>• Creating digital graphics for the client.</li> </ul>	<ul style="list-style-type: none"> <li>• Memory</li> <li>• Networks (Internet vs WWW/Wired and Wireless)</li> <li>• Security</li> <li>• Binary Shift</li> <li>• Representing colour, images and sound</li> <li>• Basic Logic Gates</li> </ul>	<ul style="list-style-type: none"> <li>• Banners &amp; Buttons (HWK)</li> <li>• Dreamweaver Intro</li> <li>• Structure – Additional Pages (may need 2 lessons)</li> <li>• Navigation - Hyperlinks &amp; Hotspots (Peer Assessment)</li> <li>• Assessment L1</li> <li>• Assessment L2 (Marked Work)</li> </ul>	<ul style="list-style-type: none"> <li>• Introduction to software and basic inputs and outputs</li> <li>• IF/Else statements (Selection)</li> <li>• Loops (Iteration)</li> <li>• Forms/Graphic based programming.</li> </ul>	<ul style="list-style-type: none"> <li>• Skills development</li> <li>• Analysing a client brief</li> <li>• Design an app to suite the purpose</li> <li>• Build an app using appropriate software</li> <li>• Test the app and make improvements.</li> </ul>

	HT1	HT2	HT3	HT4	HT5	HT6
Year 9	Python (NC1,2,3,4)	HTML (NC2,3,7)	Computer Science Theory (NC4,5,6,9)	Computer Programming Project (NC1,2,3,4,7)	GDevelop (Game design and programming) (NC2,3,4,8)	Real world solution project (NC1,2,3,4,7)
	<b>Maths</b> – HT1 (Y7, Y10 and Y11 (H)) and HT2 (Y9 and Y11), <b>English</b> – Proof reading skill (KS4), <b>D&amp;T</b> - Electronics	<b>Maths</b> - Error Handling Skill, <b>English</b> – Proof reading skill (KS4)	<b>Maths</b> - (Deins Block) <b>Geography</b> - Unit 5 (Y7), <b>RPSE</b> (HT 1 –2 Y9 Morals and Ethics), <b>Business Studies</b> - HT5 (Y10) <b>Engineering</b> – HT1 (Y11 Binary Notation)	<b>Maths</b> - HT 1 and 4 (Y9), HT2 (Y9 and Y11), <b>English</b> – Proof reading skill (KS4), <b>Business Studies</b> – HT2, 3 (Y10)	<b>Maths</b> - HT 1 and 4 (Y9), <b>English</b> , <b>D&amp;T</b> - Product Design (Y10), <b>Physics</b> - HT1 and 2 (Y8) <b>English</b> – Proof reading skill (KS4)	<b>English</b> – View point/persuasive writing (Truman Show Y9), <b>D&amp;T</b> - Product Design (Y10), <b>Business Studies</b> – HT2, 3 (Y10), HT2 (Y11)
Sequence	<ul style="list-style-type: none"> <li>Algorithms and Flow Charts</li> <li>Basic Python</li> <li>Selection (IF, ELIF, ELSE)</li> <li>Iteration (Loops)</li> <li>Operators (Relational/Boolean)</li> <li>Create a program</li> </ul>	<ul style="list-style-type: none"> <li>Basic HTML</li> <li>CSS styles in HTML</li> <li>Navigation and Links</li> <li>Images and layout</li> <li>Creating a website</li> <li>Testing a website</li> </ul>	<ul style="list-style-type: none"> <li>Hardware and Software</li> <li>The CPU</li> <li>Representing data (Binary and Denary)</li> <li>Representing data (Hex) (High groups)</li> </ul>	<ul style="list-style-type: none"> <li>Analyse a brief and write a proposal</li> <li>Design the look and functionality of the program</li> <li>Use chosen programming language to</li> </ul>	<ul style="list-style-type: none"> <li>Skills development</li> <li>Designing a platform game</li> <li>Using skills to create a platform game</li> <li>Evaluating and reviewing game</li> </ul>	<ul style="list-style-type: none"> <li>Research into real world issues and technology improvements.</li> <li>Write a proposal for a solution for the real-world problem.</li> <li>Create a design for solution (Write</li> </ul>



			<ul style="list-style-type: none"><li>• Additional binary (High groups)</li><li>• Networks (LAN, WAN, PAN, The Internet, The World Wide Web)</li><li>• Network Topologies (Bus, Star, Ring, Mesh)</li><li>• Ethical, Social and Environmental issues</li></ul>	<p>develop the solution.</p> <ul style="list-style-type: none"><li>• Testing of the program</li></ul>		<p>algorithm/flow chart/pseudo code/drawn design)</p> <ul style="list-style-type: none"><li>• Create the solution or prototype model.</li><li>• Present solution to peers.</li></ul>
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