Computer Science – KS 3

Summer 2

Learners would develop skills on website designing, using HTML, and CSS.

`<html>` `.css{ }`

Web Development - IT

This unit provides opportunity for learners to develop understanding of: Software & Hardware, Input & Output devices of the computer,

Mobile application versus Desktop applications

Summer 1

Computer systems

Learners to develop
- PowerPoint skills.
- Knowledge on E-Safety.

Spring 1

Spring 2

Learners to develop understanding
- Binary representation

Presentation/E-Safety-IT

Data Representation - CS

Learners will transfer their computational thinking skills, and coding skills developed in year 7 into this unit.
- Python programming language

Autumn 2

Autumn 1

Year 8

Learners would develop spreadsheet skills

Spreadsheet - IT

Introduction to Python - CS

Learners develop knowledge on:
- Protecting Data
- Email scams
- Copy Right.

Summer 2

Learners would be introduced to their first textual programming language. Small basic

Computer Crime & Cyber Security - IT

Small Basics - CS

Spring 1

Learners will develop knowledge on graphical based programming constructs, using, scratch.

Spring 2

Learners develop an understanding of the concept of computational thinking,
Decomposition, Pattern Recognition, * Abstraction, Algorithm

Introduction to Scratch - CS

Computational Thinking-CS

Autumn 2

Learners will explore the basic nature of computer systems.
What a computer is * CPU * Memory *How it all work.
Women in computing / Bletchley park

Computer Basics-CS

Learners will develop understanding of the school system
*Teams * OneNote *Arbour* Outlook

Autumn 1

Introduction to computing - IT

Year 7