



Computing KS3



TRANSITION

DATABASES

What are databases and why do we all use them?



PYTHON: THE NEXT STEPS

Building on from our experience, what other things can we make it Python?



BINARY AND DATA REPRESENTATION

How do computers 'think' and 'remember'?



WEBSITE PROJECT

How can we create a website that has different tools within it?



SPREADSHEETS: THE NEXT STEP

Building on our experience, what else can spreadsheets do?



WEBSITE DESIGN AND DEVELOPMENT

Can you create an effective and clear website?



YEAR 9

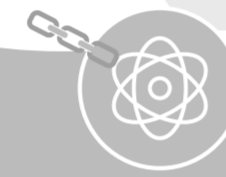
E-SAFETY AND THE WIDER IMPLICATIONS OF THE LAW

What laws are there to help with stopping cybercrime?



NETWORKS AND HARDWARE

How does the internet actually work?.



PROGRAMMING IN SCRATCH AND PYTHON PART 2

How can I make programs using a language like Python?.



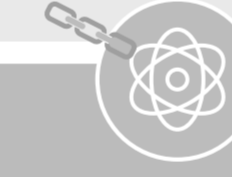
PROGRAMMING IN SCRATCH AND PYTHON PART 1

How does computational thinking help with making programs like apps or games?



HARDWARE AND HISTORY

What is inside a computer and how do they actually work?



E-SAFETY AND THE DANGERS OF BEING ONLINE

What is the digital world and how does it affect me?



YEAR 8

DEVELOPING GAMES IN SCRATCH

How are computer games made?



USING SPREADSHEETS TO HELP SOLVE PROBLEMS (1)

What are spreadsheets, why are they important and where might we use them?



USING SPREADSHEETS TO HELP SOLVE PROBLEMS (2)

How can we use spreadsheets to help solve a large project?



WHY ALGORITHMS?

What are algorithms and why does programming rely on them?



UNDERSTANDING COMPUTERS INSIDE AND OUT

What is computer hardware and why is it important?



E-SAFETY

What is e-safety and how can we stay safe online?



YEAR 7

Mastery in Year 9

- Know the law and Computing
- Can list all hardware and software needed for a network to work
- Developing a website that incorporates lots of different elements within it
- Understanding data representation and binary
- More involved with using Python – can create meaningful programs with it
- Can understand what a database is

Mastery in Year 8

- Identifying dangers of being online
- Can identify the inside of a computer system
- Is comfortable using Scratch and some elements of Python
- Can develop on topics covered in spreadsheets with more advanced features
- Can create a website to a particular brief

Mastery in Year 7

- Be aware of issues related to e-safety
- Have a greater understanding of how computers work
- Understand the importance of using algorithms as part of programming
- Appreciate good video game design
- Understand how data is represented from clay to silicon

