

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

	Term 1		Term 2		Term 3
7	Powerpoint, word and Excel (ECDL Skills)	E-safety	Impact of Computers	Learning the Basics of programming - by producing a operating game in Scratch.	Data Modelling
	Creating an interactive media presentation to help customers around a theme park	Looking through techniques of how to be safe online	Understanding the Impact technology has had on our lives as humans	Programming - Scratch - Designing & Producing a Pong game	New Topic - Building on the IT skills previously learnt in Topic 1 , suing spread sheets Data modelling helps create a simplified, logical database that eliminates redundancy, reduces storage requirements, and enables efficient retrieval.
	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 - Introduction
	Research into future and present Technology	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	Introduction to Python another Programming Language - to help build on past knowledge.
	Term 1		Term 2		Term 3
9	Python - Progression	E-safety - Progression	Networks	Cyber security	Data Representation
	Introduction to Python another Programming Language - to help build on past knowledge	Progressing further on serious and real-life events of Online gaming and Social Media	Networking contributes to your social well-being. Networking leads to the exchange of ideas. Networking helps you meet people at all professional levels. Networking boosts your professional confidence.	Studying cyber security is essential in today's digital age because it helps you protect valuable information and systems from cyber threats. Building on Networks topic in Y7	Learning about Binary numbers the language of the computer and how its converted to Denary