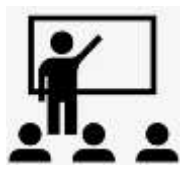
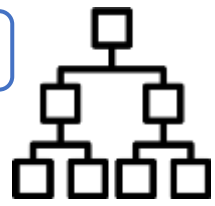
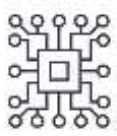
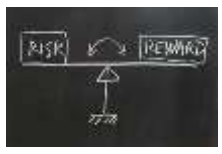
Computer Science Learning Journey (KS3)









YEAR 9

- Topic 10 Introduction to Python
- Random Selection
- Topic 11 Boolean Logic
- Text programming
- Variables
- AND, OR, NOT

YEAR 8

- Topic 6 Hardware and Software
- Networks
- Topic 7 Computer Crime and Cyber Security
- Negative Impact of technology
- Topic 8 Photoshop Undertake creative projects
- Hardware and Software
- Memory
- Positive impact of technology
- CS Ethical issues
- Flowcharts
- Decomposition, Abstraction, Pattern Recognition, Algorithmic Thinking
- Topic 5 Computational Thinking
- Spreadsheet Skill Development
- Algorithms
- Computational Thinking
- Formula, function and formatting

YEAR 7

- Topic 3 E Safety Using Computers Safely and effectively
- Digital Footprint
- DTP Skill Development
- Topic 4 Modelling- Computational Abstraction
- Email Etiquette
- E safety and Risks
- Stay Safe online
- Features of a spreadsheet
- Advantages and Disadvantages of Email
- Topic 2 Email – Using Computers Safely and effectively
- Baseline assessment
- Topic 1. Computer Basics Using Computers Safely and effectively
- Office 365 features and functions
- Word Processing Formatting PowerPoint
- Log on Different storage locations

Programming

Topic 13 Programming in Game maker

Advanced code

Topic 12 Programming in Python

Design for an audience

Simple Code

Binary

Itineration

Variables

Programming in Kodu

Topic 9 Programming

Meet the needs of known users

Photoshop Skill Development

Programming Scratch

Computational Thinking

Select, use and combine several applications