

## Curriculum Information Bramcote College

Year Group: 9

Subject: Computer Science

Objectives/purpose	<p>The curriculum has been designed from KS3 to ensure students learn the fundamentals of ICT and Computing. We believe our curriculum is not only ambitious but it also allows for ample challenge regardless of the students' ability. We have integrated the national curriculum computer science strands within our schemes of work at KS3. We believe these skills are not only beneficial to the student across the entire curriculum but also gear students up with the right skills and knowledge to progress into KS4 and in the future, the wider world.</p> <p>The curriculum plan can be seen to build on knowledge gained in previous units of work. The schemes of work are planned carefully, so that knowledge and skills are effectively interleaved, this is designed to reduce the students cognitive load which should over time enhance the student's knowledge, understanding, skills and confidence.</p> <p>The KS3 curriculum is a steady inclined introduction into the main areas of computer science which will enable students to progress if opting for GCSE Computer Science as an option.</p> <p>In Year 9 we begin by examining Boolean Logic and then continue to develop our understanding of computer programming through Python and later in Game maker.</p>
Autumn Term	<b>Topic 11 Boolean Logic</b>
Spring Term	<b>Topic 12 Programming in Python</b>
Summer Term	<b>Topic 13 Programming in Game maker</b>
How is progress measured?	Throughout the schemes of work students, are frequently asked to recall information in a series of low stakes testing scenario's this build to a practical and theoretical summative assessment which requires them to recall key information and demonstrate the practical skills they have developed. Each topic of work is underpinned with a knowledge organiser which is available from the start of the unit of work.
How is the subject externally examined? (KS4 and KS5)	No formal external assessment is linked to this course.
Extending Learning at home	<a href="https://www.bbc.co.uk/bitesize/subjects/zvc9q6f">https://www.bbc.co.uk/bitesize/subjects/zvc9q6f</a> <a href="https://www.sololearn.com/">https://www.sololearn.com/</a>

	<p>Knowledge organisers</p> <p>Craig N Dave</p> <p><a href="https://www.youtube.com/channel/UC0HzEBLIJxlrwBAHJ5S9JQg">https://www.youtube.com/channel/UC0HzEBLIJxlrwBAHJ5S9JQg</a></p>
Support Available	<p>There is a weekly Computer Science Coding Club</p> <p>Support is available in lessons on request.</p>
Useful web addresses and book resources/revision guides	<p><a href="https://www.bbc.co.uk/bitesize/subjects/zvc9q6f">https://www.bbc.co.uk/bitesize/subjects/zvc9q6f</a></p> <p><a href="https://www.sololearn.com/">https://www.sololearn.com/</a></p> <p>Knowledge organisers – made available to all students</p> <p>Craig N Dave</p> <p><a href="https://www.youtube.com/channel/UC0HzEBLIJxlrwBAHJ5S9JQg">https://www.youtube.com/channel/UC0HzEBLIJxlrwBAHJ5S9JQg</a></p> <p>Collins Computer Science Revision Guide</p>

Date reviewed: May 2020