KS3 COMPUTING & KS4 DIGITAL IT CURRICULUM

INTENT: Computing enables students to become digital citizens. They develop the knowledge and skills needed to successfully use emerging technologies to participate fully in modern society.

KS4 DIGITAL IT

Year 11

Component 3 - exam

- Exam style questions, answering 3 and 4 markers
- Encryption, Firewall, device hardening

Component 2 – data analysis

- Creating graphs, pivot charts and analysing given data

- Theory of data flow and flowcharts
- Entering formulae to analyse a given data set

Year 10

Component 3 – theory

- Theory of cloud storage and cloud computing

Component 1 – creating a digital information point

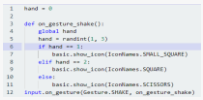
- Creating a digital information point with hyperlinks and accessibility features

- Theory of security, policies and laws

- Understanding cyber security and the laws that govern computing

PYTHON CODING

- Using the Micorbits to code Python flashing heart, smiley buttons and rock,paper,scissors



CYBER SECURITY APP

Year 9

- Analysing the python code to show understanding of the coding structure – input, process, output

MICRO:BIT CODING

- Block coding using Iteration, inputs and outputs

CYBER SECURITY

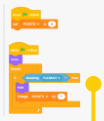
- Understanding Phishing, malware and hacking

- Creating a website in Powerpoint with hyperlinks, images and information

Year 8

- Creating rock, paper, scissors and flappy birds

- Design a logo using vector graphics



- Using variables and loops within Pacman.

- Using Excel, powerpoint, clipchamp to create resources

HORIZON RECYCLING

SCRATCH CODING

Year 7

- Creating a quiz in excel, and posters in Powerpoint to understand office 365 skills

- Using Boolean coding to end the game

- Creating and coding a Pacman sprite.

KS3 COMPUTING

SCHOOL READY, WORK READY, LIFE READY