

DIGITAL - KS3 Key Concept Overview

		KS3 Computing							
		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2		
Year	7	Digital Literacy/E-Safety <ul style="list-style-type: none"> Using technology safely Use of a range of software E-safety skills 	Cryptography <ul style="list-style-type: none"> Problem Solving Algorithms Use of a range of software 	Computational Thinking <ul style="list-style-type: none"> Flowcharts 4 Pillars of Computing Use a range of software 	Block-Based Programming <ul style="list-style-type: none"> Application of Computational Thinking Programming Testing 	Game Design <ul style="list-style-type: none"> Application of Computational Thinking Programming Testing Use a range of software 	Making use of data <ul style="list-style-type: none"> Data Collection Data Analysis Data representation Algorithms 		
		Year	8	E-Safety <ul style="list-style-type: none"> Using technology safely Use of a range of software E-Safety skills 	Machine Learning/AI <ul style="list-style-type: none"> Computational Thinking Programming Use of a range of software 	Python 1.0 <ul style="list-style-type: none"> Sequence Selection Iteration Iterative Testing 	Maths for Computing <ul style="list-style-type: none"> Number Systems Image representation Sound representation 	Physical Computing <ul style="list-style-type: none"> Computational Thinking Programming Use of a range of software Logic Abstraction 	Creative Media Project <ul style="list-style-type: none"> Use a range of software Develop a product aimed at an audience Creative media skills
				Year	9	E-Safety <ul style="list-style-type: none"> Using technology safely Use of a range of software E-Safety skills 	Computer Hardware/Networks <ul style="list-style-type: none"> Hardware Software Networks 	Python Programming <ul style="list-style-type: none"> Computational Thinking Programming Logic Abstraction 	Application design and creation <ul style="list-style-type: none"> GUI design Programming Logic Creative projects