

KS3 COMPUTING - CURRICULUM PLAN



The Duke of York Inspiring Digital Enterprise Award (iDEA) is an international programme aiming to help address the digital skills gap.

<https://idea.org.uk/>

Start is a comprehensive digital platform, offering school pupils a single starting point to help simplify and improve careers guidance in schools. By following Start's structured and progressive activities, the platform caters for all students helping them to make more informed decisions about future study and career options at the right time and in good time.

<https://www.startprofile.com/>

Year	Autumn Term	Spring Term	Summer Term
7	<p>Online Safety and using computers examples:</p> <p>School System</p> <ul style="list-style-type: none">• School system• Online Safety Overview• Internet and web browsers• Microsoft office <p>Inputs/Outputs and Memory</p> <ul style="list-style-type: none">• Types of computers• Memory and storage• Software	<p>Excel and Database introduction examples:</p> <ul style="list-style-type: none">• How to use Excel• Summarising data• Introduction to databases <p>Graphic Design and Copyright</p> <ul style="list-style-type: none">• Copyright and magazine covers• Using graphic software• Adapting images	<p>Algorithms and decomposition examples:</p> <ul style="list-style-type: none">• Introduction to algorithms• Computational thinking• Decomposition• Making a game <p>Basic Programing with Scratch examples:</p> <ul style="list-style-type: none">• Game development• Evaluation• Performance review

	<p>Start Profile & Idea</p> <p>During the term pupils will work through their Start and Idea profiles.</p>	<p>Start Profile & Idea</p> <p>During the term pupils will work through their Start and Idea profiles.</p>	<p>Start Profile & Idea</p> <p>During the term pupils will work through their Start and Idea profiles.</p>
8	<p>Turtle programming and algorithms examples:</p> <ul style="list-style-type: none"> • Turtle programming • Iteration and selection • Making shapes <p>Networks examples:</p> <ul style="list-style-type: none"> • Introduction to networks • Internet and the World Wide Web • Domains and IP <p>Start Profile & Idea</p> <p>During the term pupils will work through their Start and Idea profiles.</p>	<p>How data is represented in computers examples:</p> <ul style="list-style-type: none"> • Binary and memory • Representing text and numbers • Image representation • Sound representation <p>Text based game programming examples:</p> <ul style="list-style-type: none"> • Introduction to text games • Using loops • Rock-Paper-Scissors <p>Start Profile & Idea</p> <p>During the term pupils will work through their Start and Idea profiles.</p>	<p>Software and Hardware examples:</p> <ul style="list-style-type: none"> • Role of the Operating System • Software • Digital footprint • Appropriate software use <p>Using technology safety examples:</p> <ul style="list-style-type: none"> • Technology impact • History of technology <p>Start Profile & Idea</p> <p>During the term pupils will work through their Start and Idea profiles.</p>