

# 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/>

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

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