



Key Stage 3 Computing / ICT Long Term Plan

Main Aims:

Computing at Key Stage 3 is part of the national curriculum and is made up of three key areas: computer science, digital literacy and information technology. These three strands teach children how computers and computer systems work, how to design, build and analyse programs and how to find and manage digital information securely. The curriculum aims to equip young people with the knowledge, skills and understanding they need to thrive in the digital world of today and the future.

Our curriculum is designed to ensure all our learners increase their opportunities and life chances in preparation for life beyond school, becoming globally aware, self aware and work ready. All students will be able to demonstrate they are confident, self-assured learners with a clear focus on progress with high aspirations.

Opportunities provided will ensure students become culturally and globally aware as individuals:

Literate: Students will engage in reading industry related texts and vocational scenarios. Key terms will be used linked to specific topics.

Independent: Students will complete projects and research independently. Differentiated activities will be given to enable students to work at an appropriate level.

Numerate: Students will focus on a range of skills which will incorporate numeracy.

Culturally aware: Students will be made aware of a wide range of global cultures through the study of businesses on a local to international level.

Opportunities provided will also support students with our BEAM policy:

Behaviour - Students show a positive attitude to learning, and display good conduct around school, so that they achieve their full potential.

Emotions - Students show a resilient attitude to attending school, so that they can achieve their full potential and are supported in the development of their emotions in order to cope with any situations they encounter.

Achievement - Students are supported in making the best possible progress and achieve their full potential.

Mental Health - Students feel supported with their mental health.



Year 7

Autumn 1

Introduction to computing & Digital Literacy

- Evaluate the online world and their own internet activity for safety concerns and equip themselves with tools for protecting their online identities.
- Understand the risks when using technology, recognise inappropriate content, contact and conduct, and know how to report concerns.
- Understand the positive and negative impacts of social media.,
- Focus on practical skills like using file management, effective online search, basic software (like email and presentations), and safe and responsible online behaviour (digital citizenship).

Autumn 2

3D Design (CAD)

- Create 3D designs using a software application called Google Sketchup
- Know why and how 3D design applications are used in the real world
- Use Google Sketchup to create a 3D house.
- Use a spreadsheet to calculate costs and set budget using formulas and functions
- Produce a PPT presentation to persuade the Grand Designs team to build a house.
- To critically evaluate individual projects and suggest improvements.

Spring 1

Computer Networks & Systems

- Know what a computer network is.
- Understand the hardware needed for a computer network.
- Understand the benefits of networking and how data is transmitted across networks using protocols.
- Understand the difference between wired and wireless data transmission.
- Understand the difference between the terms 'internet' and 'World Wide Web', and of the key services and protocols used.

Spring 2

Drawing & Manipulating Shapes

- Explore the links between maths, art and computer science.
- Understand simple algorithm design and the importance of being able to identify the important ideas (abstraction) and breaking down the problem into manageable units (decomposition).
- Students will also be introduced to repetition (iteration) as one of the key constructs in programming.
- Explore how these skills can be applied when solving a wide range of problems, both computer-based and throughout their everyday lives.

Summer 1

Python in pieces

- Learn the basic concepts of the coding language and write basic Python programs.
- Understand Python basics, such as syntax, variables, and data types.
- Write Python code using loops, conditionals, and functions.

Summer 2

Creating Animations

- Discover how professionals create 3D animations.
- Learn basic modelling, texturing, and animating skills; outputs will include 3D models.
- Evaluate animations and suggest improvements.



Year 8

Autumn 1

Computer Systems & hardware

- Understand the purpose of a computing system.
- Understand different types of computer hardware/software/Input and output devices.
- Know different types of storage devices.
- Understand the main functions of the CPU/RAM/ROM & motherboard.

Autumn 2

Website Creation, HTML & CSS

- Explore the technologies that make up the internet and World Wide Web.
- Learn about the different HTML tags
- Design and create a basic webpage using HTML & CSS
- Evaluate website

Spring 1

Spreadsheet Modelling & Careers in Computing.

- Learn how to create and use a spreadsheet.
- Use basic formulas, functions, formatting & creating charts.
- Know to sort data into tables, to write absolute cell references and to use advanced tools such as conditional formatting.
- Learn about careers in computing linked to real world examples.

Spring 2

E-safety & Computational Thinking

- Know how to use technology safely, respectfully, responsibly and securely, including protecting their own online identity.
- Use key Algorithmic thinking concepts-algorithms, abstraction, decomposition & pattern recognition.
- Know how to complete searching and sorting algorithms.

Summer 1

AI/Cyber Security

- Know the techniques used by cyber criminals to steal data and disrupt systems.
- Understand the purpose of Cyber Security, Legislation, Data Protection Act, Computer Misuse Act. The Data Protection Act.
- Understand the threats to data security, data loss, corruption & theft.
- Understand the actions to minimise different risks.
- Identify examples of artificial intelligence and machine learning in real work.

Summer 2

Python Programming

- Introduction to text-based programming with Python.
- Learn the basics of programming using Python-Data types, inputs & outputs, calculations, IF statements, using loops, lists & create shapes using python turtle.