KS3 Curriculum Overview 2025-26

**Subject: COMPUTING**

Rationale of KS3 Curriculum:

Assume academic levels on entry correct and build on prior knowledge and attainment allowing students to continue to make rapid progress.

Broad and varied range of tasks that follow logical progression and allow students to gain experience using a variety of software applications.

Students study the differences between hardware and software. The different types of software – system or application.

The units outlined are crucial to students understanding the digital world they live in.

Students to explore how developments in technology have led to more inclusive and flexible working environments, and how regulation and ethical and security concerns influence organisations.

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| Sequence of Learning: | | | |
| KS3 | Term 1 | Term 2 | Term 3 |
| Year 7 | Clear messaging in digital media  Modelling data using spreadsheets | Programming essentials in  Scratch - part I  Using media - Gaining support for a cause | Networks - from semaphores to the internet  Online Safety and Security |
| Year 8 | Layers of computing systems Representations - from clay to silicon | Mobile app development Introduction to Python programming | Animation  Developing for the Web |
| Year 9 | IT and the world of work  Introduction to cybersecurity  programming | Spreadsheets  Introduction to Python Impact of technology | Python  Using IT in project management |