Birkenhead Park School

KS3 Curriculum Overview 2024-25

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.

Sequence of Learning:

KS3	Term 1	Term 2	Term 3
Year 7	Clear messaging in digital media Networks - from semaphores to the internet	Using media - Gaining support for a cause Programming essentials in Scratch - part I	Modelling data using spreadsheets Scratch essentials part II
Year 8	Layers of computing systems Clear messaging in digital media	Introduction to Python programming Mobile app development	Representations - from clay to silicon Developing for the Web
Year 9	IT and the world of work Introduction to Python programming	Introduction to cybersecurity Algorithms & Computational thinking	Spreadsheets Python