Unsworth Academy

KS3 3 YEAR CURRICULAR MAP – COMPUTER SCIENCE

END OF **ROTATION ASSESSMENT**

Text based programming

Developing the web

Input process output

Web project

Flow charts

Representations Audio/visual

Problem solving, seauence selection. iteration

Media Bitmap & **Vector Graphics**

Multiple conditions

Making Bitmap & **Vector Graphics**

YEAR 9

YEAR 8

Introduction to text based programming

Developing the web

Edublocks challenges

Web project

Computer sytems: Hardware

Representations Audio/visual

Computer systems: Software

Media Bitmap & **Vector Graphics** Representations & Logic

Making Bitmap & **Vector Graphics**

END OF **ROTATION ASSESSMENT**

9 week rotations over the academic year

9 week rotations over the academic year

ppy.context.scene.objects.active = modifier ob

elect= 1

ton at the end -add back the deselected mirror modifier ob

END OF ROTATION **ASSESSMENT**

Computer networks and protocols and cyber security

How do computers work

Computer systems software hardware

Modelling data

Impact of technology

YEAR 7

9 week rotations over the academic year

