

KS3 - Computing

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 7	E-Safety - How to stay safe online - Online dangers & Risks - Social Media - Cyber Bullying	Components & Binary Representation combined - Input & Output Devices - Binary Logic Gates - Secondary Storage - Introduction to binary	Scratch - What makes a good game - Backgrounds, Sprites & Costumes - Simple animation - Using Variables	Python programming - Print function - Variables - Using Strings - Comments - Input from a user	Adobe Photoshop - How images stored in a computer (bitmap images) - Photoshop: Layers, images, filters, tools, importing images, adding text. - Creating a Magazine cover	Components & Binary Representation combined - The CPU - Hexadecimal - Software & Hardware - Bitmap Images - How computers work
Year 8	Computer Crime & Cyber Security - E-mail - Hacking - Protecting personal data - Copyright - Health & Safety	The Internet - How search engines work - Connectivity - Network Topologies - Client-Server Networks	Introduction to Python/ Programming/ BBC Microbit - Sequencing - Variables & Lists - Iteration & Selection - Creating a Rock, Paper Scissors Game using the Accelerometer	Computer Components - The CPU - Memory - Secondary Storage - Hardware - Software	Adobe Photoshop - Using layers, Adding text, Removing red eye - Using filters, Brush tool, hot spot removal - Planning poster techniques / Visualisation Diagram	Introduction to Binary & Representation - Binary - Logic Gates - Hexadecimal - Bitmap as Binary
Year 9	KS3 - iMedia					
	Pre Production Skills - Mood boards - Mindmaps/spider diagrams - Visualisation diagrams	Pre Production Skills - Storyboards - Scripts - Timescales - Work plan	Digital Graphics - Why and how digital graphics are used - Different types of digital graphics - File formats - Properties and purposes of digital graphics	Photoshop - Layers, images, filters, tools, importing images, adding text.	Pre Production Skills - Hardware & software - Health & safety - Legislation	Pre Production Skills - File formats - eviewing a digital graphic - Identifying areas for improvement
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	Fundamentals of Computer Systems - The CPU - Memory - Secondary Storage - Input and Output Devices	Representation of Data in Computer Systems (not completed) - Data Representation - Hexadecimal - Data Representation - Adding Binary - Data Representation - Images	Python Programming - Algorithms flow diagrams and pseudocode - Python - Introduction - Python – Strings and data types - Python - Functions - Python - Program Control Flow - Python- Handling Data in an Algorithm	Python Programming - Python-Programming Languages - Python – The IDE, Errors and debugging tools - Python – Testing	Python Programming - Python Project	Python Programming Python Revisited