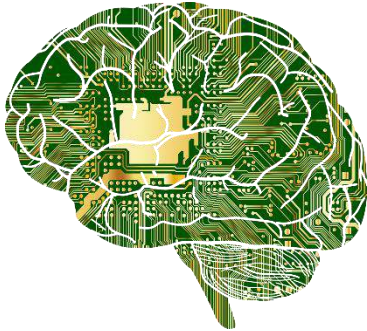




KS3 Computing *Curriculum Intent*



The KS3 computing curriculum equips students with essential digital skills and knowledge. It covers three main areas: computer science, information technology, and digital literacy. Students learn programming, algorithms, and how computers work, alongside using software applications effectively. They also explore online safety, responsible digital citizenship, and data handling. This curriculum aims to foster creativity, problem-solving, and critical thinking, preparing students for a tech-driven world and future studies in computing or related fields.

Qualifications

No formal qualifications.

Content

1. Introduction to Python Programming
2. Python Programming with Sequences of Data
3. Media Animations
4. Data Science
5. Introduction to Cyber Security
6. Applying Programming Skills to Physical Computing

Assessment

Half Termly Assessments to check understanding and progress. BKSB Assessments