

KS3 Curriculum

Subject: Computing
Year Group: 7 (2015-)

Term	Key Topic(s) Covered
1	Designing a New Technology Hardware and Software Input and Output Devices Health and Safety Collaborative Online Applications (including Google Apps)
2	Designing a New Technology (Part 2) Creating Effective PowerPoint Presentations The History of Computers Creating a Presentation Pitch Current and Emerging Technologies Wireless Internet
3	Creating and Publishing a Game The History of the Gaming Industry Writing a Game Idea Spreadsheets and Financial Planning Skills Creating Formal Documents Business E-mails
4	Creating and Publishing a Game (Part 2) Creating a Game using Scratch Sequencing Events Algorithms and Variables Designing Game Artwork Writing a User Guide
5	Creating and Publishing a Game (Part 3) Writing a User Guide Uploading a Game Marketing a Game Touch Typing Keyboard skills
6	Your Online Reputation E-safety at Home Reliability and Bias on the Internet Protecting your Online Reputation

KS3 Curriculum

Subject: Computing
Year Group: 8 (2015-)

Term	Key Topic(s) Covered
1	Phishing and Internet Scams Research Skills Creating Vector and Bitmap Logos Collecting Data Database Queries and Reports Writing a Project Plan Designing Graphics
2	Phishing and Internet Scams (Part 2) Designing an Interactive Navigation Bar Creating a Website Layout Using Cascading Style Sheets Adding Content to Websites
3	Phishing and Internet Scams (Part 3) Using jQuery and vanilla Javascript E-Safety: Phishing E-Safety: Staying Safe Online Adding Content to Websites
4	Animation: Keeping Yourself Safe Creating a Simple Animation Motion and Classic Tweening 3D Tweens Importing Objects and Sound Placing it on a Website
5	Computer Forensics Introduction to Binary Binary Addition Hexadecimal Data Representation and Structures Software Data Recovery The Free and Open Source Movement
6	Computer Forensics (Part 2) Advanced Computer Hardware Hardware Recovery Securing Passwords Inside a PC End of Year Computing Exam

KS3 Curriculum

Subject: Computing and Enterprise

Year Group: 9 (2015-)

Term	Key Topic(s) Covered
1	Enterprise Understand the meaning of enterprise & entrepreneurship Appreciate the determination needed to make a success of an idea Understand the concept of share trading Read stock market data Halloween is the Business Tycoon in schools
2	Enterprise Student Investor Challenge Entrepreneurial Qualities Social Enterprise Popup Café
3	Computing: Creating an Arcade Game Introduction to Software Systems User Interface and Experience Capturing Data Designing and Creating Assets Programming a Game
4	Computing: Creating an Arcade Game (Part 2) Financing a Game Types of Software Testing Exporting a Game for the Web Copyright Issues and Formal Letters Creating a Video User Guide
5	Cinema Project Creating a Logo and Poster Creating a Letter Creating a Film Pitch Costing a Cinema
6	Cinema Project Designing a Touch Screen Interface Visual Basic for Applications Coding End of Year Computing Exam