

Computing KS3 Curriculum Map

Year	Autumn Term	Spring Term	Summer Term
7	<p>Content: Esafety School network and email Binary and control</p>	<p>Content: Adventure story Shakespeare comic book Spy school</p>	<p>Content: Repeating patterns Pivot stick animation Analysing data and asking questions</p>
	<p>Skills: Social networking, cyber bullying, viruses, Trojans, worms Email, networks Binary, computer control</p>	<p>Skills: Computational thinking, interactive presentations Digital cameras, teamwork Spreadsheets, modelling</p>	<p>Skills: Drawing tools, manipulating images Animation, digital file types Sorting, filtering, digital file types</p>
8	<p>Content: Do aliens exist? Technology Esafety</p>	<p>Content: Scratch Fair cop</p>	<p>Content: Sound effect story Bringing history to life</p>
	<p>Skills: Research, spreadsheets, desk top publishing Hardware, software, history of computing, growth of the internet Technology and how it could pose a threat</p>	<p>Skills: Computational thinking, programming, algorithms, development life cycle Relational databases, tables, data types, queries, forms, reports, problem solving</p>	<p>Skills: Teamwork, sound recording, sound editing, development life cycle Stop frame animation, teamwork</p>
9	<p>Content:</p> <ol style="list-style-type: none"> 1. Data v information; types of data; data v databases and structured data 2. Tables 3. Sorting; filters 4. Boolean and relational operators 5. Analysis and evaluation of data 6. Binary data; using binary; converting between binary and hexadecimal; circuits 7. Using a query language 8. Resolution and colour depth 9. File compression 10. Relational databases and related tables data types in programming 	<p>Content:</p> <ol style="list-style-type: none"> 1. Using multiple devices (inputs and outputs) and software 2. Design success criteria 3. Act on feedback 4. Market research safe and secure use of online services 5. Data protection and privacy 6. Evaluating (trustworthiness, usability and audience) content 7. Impact of ICT 8. Networking hardware and protocols 9. Client-server model and scripting WANs, LANs and MAC addresses 	<p>Content:</p> <ol style="list-style-type: none"> 1. Text-based programming language 2. Using data types 3. Nested ifs 4. Procedures v functions; parameters 5. One-dimensional arrays 6. Scope 7. Mobile App creation (Apps for Good)
	<p>Skills: Data & Data Representation</p>	<p>Skills: Information Technology Communication & Networks</p>	<p>Skills: Algorithms; Programming & Development</p>

Course Text Books/Websites:

www.samlearning.com

www.frog.ricardslodge.merton.sch.uk/

Additional Materials/Equipment required:

Access to a home computer would be helpful as homework is set on Frog. Also, some research tasks will need to be carried out using the internet.

Home Support:

Supporting homework, ensuring that it is completed. Discuss with your daughter the different uses of ICT around us. Help materials can be found on the Frog website.

Head of Department:

Ms Adegoke