

Computing KS3 Curriculum Overview 2016-17

	Aut1	Aut2	Spr1	Spr2	Sum1	Sum2
Year 7	<ul style="list-style-type: none"> - Baseline Test - File Management - E-safety 	<ul style="list-style-type: none"> - Modelling - Data Handling 	<ul style="list-style-type: none"> - Algorithms - Kodu Visual Programming 	<ul style="list-style-type: none"> - Python Programming - Google Sketchup 	<ul style="list-style-type: none"> - Cryptography - DTP 	<ul style="list-style-type: none"> -Faking it (Photoshop) - Flash Animation - Website Development
Year 8	<ul style="list-style-type: none"> - E-safety - Text Based Programming 	<ul style="list-style-type: none"> - Computing Maths & Binary - Boolean Logic and Searching 	<ul style="list-style-type: none"> - Problem Solving with Scratch - Internet Security - Using Information 	<ul style="list-style-type: none"> - Network Systems - Stop Frame Animation 	<ul style="list-style-type: none"> - HTML - QR Codes - Creativity with Audio 	<ul style="list-style-type: none"> - Project Management - Prezi - Collaborating in the Cloud
Year 9	<ul style="list-style-type: none"> • Binary Logic • Advanced Python Programming • CPU and Cache Types • Number 	<ul style="list-style-type: none"> • Images • Algorithms & Programming • Sound 	<ul style="list-style-type: none"> • Instructions & Character Sets • Sound 	<ul style="list-style-type: none"> • Networks 1, 2, 3 and 4 	<ul style="list-style-type: none"> • The Internet • Databases • DBMS 	<ul style="list-style-type: none"> • Advanced HTML • Javascript

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