

## COMPUTING: Key Stage 3 Curriculum

### Year 7

Content (Intent)	Links to prior learning	Skills and Assessment (Implementation)	Expected Learning Outcomes (Impact)
<b>Term 1/2</b> Online Safety <ul style="list-style-type: none"> <li>- Use of a network</li> <li>- Online Collaboration – Teams / Email</li> <li>- Files and folders</li> <li>- SMART</li> </ul>	No prior knowledge can be assumed as many pupils may never have used a networked device to store / access work or software.  Developing from Key stage 2 their ability to use technology responsibly.	Skills: <ul style="list-style-type: none"> <li>- Using technology safely</li> <li>- Recognising inappropriate content</li> <li>- Repurposing digital artefacts</li> </ul> Assessment: Basic skills test (Beginning and end of topic, same test) End of topic Assessment on Teams, closed book	Understand a range of ways to use technology safely, respectfully, responsibly, and securely, including protecting their online identity and privacy; recognise inappropriate content, contact, conduct, and know how to report concerns.
<b>Term 3/4</b> Information Communication Technology (ICT) <ul style="list-style-type: none"> <li>- Software</li> <li>- Word skills</li> <li>- Presentation skills</li> <li>- Graphics skills</li> </ul>	Developing the range of software packages used, students should have previous experience of using text processors and presentation software.	Skills: - <ul style="list-style-type: none"> <li>- Developing creative products</li> <li>- Using a range of different software components</li> <li>- Combining the use of different applications and hardware in one product</li> </ul> Assessment: Development of a help guide targeted at specific audience	Show an ability to create, digital artefacts for a given audience, with attention to trustworthiness, design, and usability  Develop a creative project that involves selecting, using, and combining multiple software applications and hardware peripheral devices.

<p><b>Term 5/6</b>  An Introduction to Programming</p> <ul style="list-style-type: none"> <li>- Hardware</li> <li>- Different types of computers</li> <li>- Programming constructs</li> </ul>	<p>Build upon programming constructs of sequencing, selection, and iteration, learnt at Key Stage 2.</p>	<p>Skills:</p> <ul style="list-style-type: none"> <li>- Text based Programming</li> <li>- Using hardware</li> </ul> <p>Assessment: Handbook  Observed in lesson</p>	<p>Demonstrate the use of hardware and software components that make up computer systems, and how they communicate with one another and with other systems.</p> <p>Use of a text-based programming language to control a computer system i.e.:- Microbits use microPython</p>
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**Resources and/or activities to support learning**

BBC Bitesize:- [KS3 ICT - BBC Bitesize](#)

You Tube: - Word for Beginners – The complete course (A series of short videos to teach, basic skills you will require in Word)

Microsoft PowerPoint for Beginners – Complete course (A series of short videos to teach, basic skills you will require in PowerPoint)