KS3 Curriculum Map: Computing and ICT

St Peter & St Paul
Catholic Voluntary Academy
Pro Petro Paulo Patria

	Advent 1	Advent 2	Lent 1	Lent 2	Pentecost 1	Pentecost 2
Year 7	Computing at SSPP, logging on saving using a PC,	Scratch – using blocks, and if statements	E-Safety Using the Internet safely, digital footprints	Spreadsheets – formulas and graphs	Computer Hardware – Theory Input, Output and storage	Microbit – Python programming
Year 8	Gamemaker – Pacman Game. Event driven programming	Themepark Website – Design and make a website using Serif Webplus	Mobile Phone Database, creating the tables defining field, form, and reports	Small Basic programming	Algorithms Sorting and Searching algorithms	What is Binary, Binary Addition, Decimal to Binary Conversion
Year 9	Python, Microbuggy Line Following, Object avoidance	Serif Photoplus Imaging	Storing data Digitally, Text Images and Sound	Blender Animation	Theory, DigitalMedia Mood Boards Mind Maps	Theory, Computing Boolean Logic, AND OR and NOT

	Advent 1	**Advent 2**	**Lent 1**	**Lent 2**	**Pentecost 1**	**Pentecost 2**
Year 10	**Unit 1.1** Systems Architecture **Unit 1.2** Memory **Unit 1.3** Storage	**Unit 1.4** Wired and Wireless networks	**Unit 1.5** Network topologies, protocols and layers **Unit 1.6** System security	Python Programming	**Unit 2.1** Algorithms	**Unit 2.2** Programming Techniques
Year 11	**Unit 2.3** Producing robust programs	**Unit 2.4** Computational Logic **Unit 2.5** Translators and Facilities of Language	**Unit 2.6** Data Representation	Programming Project	Revision	Exams