



KS3 Curriculum Map: subject

| | Advent 1 | Advent 2 | | Lent 1 | Lent 2 | | Pentecost 1 | Pentecost 2 |
|---------------|--|--|--|--|---------------------------------------|--|-------------------------------|---|
| Year 7 | Computing at SSPP, logging on saving using a PC, Powerpoint about themselves | Scratch – using blocks, loops, and if statements | | E-Safety Using the Internet safely | Spreadsheets – formulas and graphs | | Networks LANs and WANs | Microbit – Blocks programming |
| Year 8 | Python Programming | App Lab app development | | Vector Graphics Using Inkscape | Websites and HTML | | Representing Data | Gamemaker – Pacman Game. Event driven programming |
| Year 9 | 3D Animations Using Blender | Big Data Analysing Data using CODAP | | Cybersecurity Possible police talks | Representing Data - Going AudioVisual | | Python Programming | Physical Python, Microbuggy Line Following, Object avoidance End of term challenge |



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| | Advent 1 | Advent 2 | | Lent 1 | Lent 2 | | Pentecost 1 | Pentecost 2 |
|----------------|--|--|--|---|--|--|---|----------------------------|
| Year 10 | Unit 1.1 Systems Architecture Unit 1.2 Memory and Storage | Unit 2.1 Algorithms Python Unit1 Sequencing | | 1.3 computer networks connections and protocols 1.4 Network security | 2.2 Programming fundamentals Python Unit 2 Selection | | 1.5 System Software 1.6 Ethical Legal and cultural impacts | Python Unit 3 Iteration |
| Year 11 | 2.3 producing robust programs | 2.4 boolean logic | | Python Unit 4 Subroutines Python Unit 5 Strings and Lists | 2.5 programming languages and IDEs | | Revision | Exams |