KS3 Curriculum Map: Computing & ICT

o	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	3DAnimations 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