COMPUTER SCIENCE KS3 JOURNEY

Future of Technology Project - Learners combine their skills to create a project

FUTURE

Augmented Reality - Learners will utilise digital skills to to create AR resources to present information

Going Audiovisual - learners will focus on digital media (images and sound) and discover how binary is used to represent them

Cybersecurity - learners develop understanding of using technology safely and how to protect themselves from fraudulent behaviour

GCSE Computer Science

OCR National in IT

Beyond the Classroom

Physical Computing - Learners enhance programming skills using microbits and Lego robots

Data Representation - learn to carry out simple operations in binary

0110
1001
1010

Data Management - Learners utilise spreadsheet skills to create solutions to data problems

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Python Next Steps - Learners build upon programming skills to develop complex programs

Computational Thinking - learners develop problem solving skills using common methods used by computer scientists (e.g. abstraction and decomposition

Animation - Learners will develop skills to create 3D animations and graphics

Introduction to Python - Learners begin the transition to using a text based language to develop programs

Inkscape - Learners develop an understanding of the design process and create 2D digital graphics

HTML & Website Design - Learners undertake a creative project to create their own website (focus on diversity and esafety)

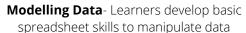**Data Analysis -** learners develop more complex spreadsheet skills

Computer Systems - learners develop understanding of how computing systems operate

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Programming Microbits - learners use programming skills to solve computational problems

Staying Safe Online - Learners develop awareness of staying safe online, the need for privacy and the importance of password management

Modelling Data - Learners develop basic spreadsheet skills to manipulate data

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Using computers effectively and responsibly - Learners undertake an introduction to Google Suite/folder management and digital tools

Programming - Learners use Scratch to learn the basics of programming

Understanding Computers - Learners understand the hardware and software that make up computer systems

Artificial Intelligence - Learners look at the development and history of AI and use programming skills to develop an AI system