

Computing/ICT Curriculum Maps 2020-2021

Key Stage 3

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
7	School Project (Letters from the Lighthouse) <ul style="list-style-type: none"> Create a telegram using binary code (Problem-solving skill) E-safety & Formatting <ul style="list-style-type: none"> Health and Well-being and how to be a modelled citizen Create a presentation staying safe online. 	Python Programming (Stings, Print, Variables, Selection & Turtle) <p>(Problem-solving skills/ creative thinker skill)</p> <ul style="list-style-type: none"> Write several programs to solve various problems 		Spreadsheet Modelling <ul style="list-style-type: none"> Create several models in SS 	Small Basic <ul style="list-style-type: none"> Write several programs in another language and produce drawings using codes. 	Scratch Programming

8	<p>Functional Skills</p> <ul style="list-style-type: none"> ▪ WebQuest ▪ Create a poster in MS Publisher ▪ Spreadsheet <p>Non-ICT Lesson</p> <ul style="list-style-type: none"> ▪ Binary Data Representation ▪ Carry out calculations and understand how computer interpret information 	<p>E-safety & Formatting</p> <ul style="list-style-type: none"> ▪ Health and Well-being and how to be a modelled citizen ▪ Create a leaflet on staying safe online and the danger of meeting people online. More emphasis on social media platform. <p>Non-ICT Lesson</p> <ul style="list-style-type: none"> ▪ Review of commonly use social media applications ▪ terms and conditions. ▪ Benefits and drawback to organisations and individuals ▪ Create storyboard ▪ Flowchart Algorithms to create various instructions in everyday situations. <p>Python Programming (Stings, Print, variables, Selection & Turtle)</p>	<p>Python Programming cont., (Stings, Print, variables, Selection & Turtle)</p>	<p>HTML & CSS Web Design & Programming</p> <ul style="list-style-type: none"> ▪ Use web development software to create a website on input, output and storage devices. 	<p>Game Maker</p> <ul style="list-style-type: none"> ▪ Create various games using game maker software. This involves creating own sprites and intermediate codes 	<p>Computational Thinking</p> <ul style="list-style-type: none"> ▪ Solve various problems using abstraction, decomposition, pattern recognition, algorithms
9	<p>Functional Skills</p> <ul style="list-style-type: none"> ▪ WebQuest ▪ Spreadsheet ▪ Email etiquette ▪ File Management <p>Non-ICT Lesson</p> <ul style="list-style-type: none"> ▪ Data Representation & Computer (intermediate) 	<p>E-safety & Formatting</p> <ul style="list-style-type: none"> ▪ Health and Well-being and how to be a modelled citizen ▪ Create a newsletter on staying safe online. Also, incorporating anti-bullying. 	<p>Mobile Phone Applications</p> <ul style="list-style-type: none"> ▪ Create mobile app for phone using appshed 	<p>Intermediate - Python Programming (Stings, Print, variables, Selection & Turtle)</p>	<p>HTML, Advanced CSS & Javascript</p> <ul style="list-style-type: none"> ▪ Create an online radio station with web development software 	<p>Game maker</p> <ul style="list-style-type: none"> ▪ Create a maze and platform game (Advance level)