



KS3 Computing

KS3 Computing	Cycle 1	Cycle 2	Cycle 3	Cycle 4
Year 7	<p>Title: E-Safety</p> <p>Objectives: Students will learn how to protect themselves online. This will include how to use social media safely, keeping information private, sexting and cyber bullying.</p> <p>Assessment Focus: Assessment will give students a range of scenarios they must answer correctly</p>	<p>Title: Computer basics</p> <p>Objectives:</p> <p>To show understanding of the difference between input and output devices with suitable examples.</p> <p>To understand the difference between internal and external devices with suitable examples.</p> <p>To describe the different types of storage: Magnetic, Optical and Solid State.</p> <p>To understand the role</p>	<p>Title: Programming in Kodu</p> <p>Objective: To Understand the impact of computer games on our lives and explore the functions and features of Kodu</p> <p>TBAT interpret code within Kodu and apply to characters</p> <p>TU the different roles that characters play in computer games</p> <p>To plan, create and evaluate a game that is fit for purpose and meets client</p>	<p>Title: Micro:bits</p> <p>Objectives:</p> <p>TU What a micro:bit is and how it works.</p> <p>TU basic micro:bit commands to create more complex programmes.</p> <p>TU basic micro:bit commands to create more complex programmes.</p> <p>TBAT use the BBC Micro:bit website to carry out a variety of tasks</p> <p>TBAT plan and create</p>



		<p>and purpose of the CPU and the relationship with RAM (Fetch-Execute Cycle).</p> <p>To show an understanding of an embedded system including suitable examples.</p> <p>Assessment focus: This will consist of a written assessment answering exam style questions</p>	<p>requirements.</p> <p>Assessment Focus: Assessment will focus on the creation of a game that includes complex programming techniques as well as assessing students' knowledge of key programming concepts.</p>	<p>your own mirco:bit project</p> <p>Assessment Focus: Assessment will focus on programming the micro:bit to show understanding of inputs and output processes.</p>
Year 8	<p>Title: Computer Networks</p> <p>Objectives: To understand: LAN's, WAN's & WPAN's. What is a Network Connectivity eg. Latency & Bandwidth</p>	<p>Title: Digital Graphics</p> <p>Objectives: To be able to understand the importance of Digital Graphics.</p>	<p>Title: Scratch and Python Turtle</p> <p>Objectives: Students will learn a more complex programming language that is used at GCSE Computer Science.</p>	<p>Title: Ethical legal</p> <p>Objectives Ethical issues Impact on culture and society The digital divide</p>



	<p>Packet Switching What is required to build a Network Firewalls Malware Passwords & Encryption Defensive Design Types of Check</p> <p>Assessment Focus: Assessment will focus on an initial knowledge test. End of Cycle assessment will see students answer a series of exam style questions.</p>	<p>To be able to understand the terms Vector and Bitmap Images</p> <p>To be able to understand the different image file formats</p> <p>To be able to identify the client requirements</p> <p>To be able to identify the client requirements</p> <p>To be able to create an effective work plan</p> <p>To be able to understand the basic skills of Photoshop</p> <p>To test and evaluate your work.</p> <p>Assessment Focus: Students will be</p>	<p>Students will understand the purpose of the language and key programming techniques in order to make a basic/complex programme</p> <p>Assessment Focus: Students will be assessed on programming technique and understanding and expected to create a programme that is fit for purpose</p>	<p>Legislation Copyright Designs and Patents Act</p> <p>Assessment Focus: Written assessment with exam style questions</p>
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		assessed by their understanding and application of the software as well as being able to create products that are fit for purpose and match a set design brief.		
Year 9	<p>Title: Pre Production Documents</p> <p>Objectives: To be to understand and interpret a client brief</p> <p>To create a range of pre-production documents that meet the client requirements needs these include:</p> <ol style="list-style-type: none"> 1. Mind map 2. Work plan 3. Site map <p>To understand and explain how legislation</p>	<p>Title: Web development</p> <p>Objectives:</p> <p>To be able to create and evaluate</p> <p>Creation of Logo (200x200 pixels) Creation of Banner (700x200 pixels) Buttons (150x50 pixels) Poster advert for Eco-Fest (300x500pixels) Editing images Three Tickets (standing, VIP Seating 200x150 pixels) Four Poster adverts for bands (200x300pixels)</p>	<p>Title: Python</p> <p>Objectives</p> <p>To be able to</p> <p>Use the basic syntax appropriately to create a game that is fit for purpose</p> <p>To evaluate and test a python game through iterative testing</p>	<p>Title: ICT skills for Life</p> <p>Objectives</p> <p>To be able to:</p> <p>Use excel, word and PowerPoint to support learning and be able to use cross curricular and within the workplace</p> <p>Assessment Focus:</p> <p>Tested through a range of scenarios that test key ICT skills</p>



	<p>(copyright and trademarks) can impact on the creation of work.</p> <p>Assessment Focus: Create a range of documents throughout the cycle and consolidate knowledge through the completion of a leaflet</p>	<p>Template Dreamweaver setup and inserting images Rollover buttons and linking pages Content Testing Evaluation</p> <p>Assessment Focus: Creating a range of products and evaluates and tests website</p>	<p>Assessment Focus: Exam style questions</p>	
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