Curriculum Plans – Key Stage 3 Year 7 Computing

Please find below a detailed outline of the curriculum covered in Computing through Year 7 in Key Stage 3.

Year 7

	Term 1.1	Term 1.2	Term 2.1	Term 2.2	Term 3.1	Term 3.2
Topics	Messaging in Digital Media: Using a range of different digital skills, learners will find and analyse media before creating their own mini advertising campaign.	Networks: Pupils will define a network and address the benefits of networking before covering how data is transmitted across networks using protocols.	Text-Based Programming: Transitioning from block-based programming to using text-based programming language Python.	Modelling Data: Students will collect, analyse, and manipulate data, before turning it into graphs and charts and using these to spot patterns and make predictions.	Artificial Intelligence: Learning about Artificial Intelligence and how it is used in different industries.	Physical Computing Recognition: Continuing using programming to program the physical sensors and develop a prototype of visual/audio alarm.
Assessment	Miniature Advertising campaign.	Presentation - How the school network functions.	Coding using Python to create an application.	Assessment - using spreadsheets to appropriately manipulate and analyze data..	Project about how AI could be used to support a specific function around school	Create a prototype of an alarm clock made from a micro-bit.
Support Materials	*Teach Computing KS3 Curriculum*					
Extension (Stretch/Challenge)	Student Led Open Ended Projects					