

### Key Stage 3 Curriculum Map

Year 7				Year 8				Year 9			
Unit Reference	Topic	PG Book reference	Lessons	Unit Reference	Topic	PG Book reference	Lessons	Unit Reference	Topic	PG Book reference	Lessons
Term 1A	7.1 Issue Logins Class Books, Class Book Covers - Using ASC network and Using IT - Using RM Network Areas, Google Classroom and Google Drive - ongoing	Unit 1: Using computers safely, effectively and responsibly	1	8.1	Computer Networks	10.1/10.2	6	9.1	Web Development HTML/CSS / Web Forms / JavaScript Include: How to develop/edit a simple webpage using a Basic template and Notepad simple text, font, color, lists (numbered and unnumbered), <a href>, <img>, comments	9.1/9.2/9.3	9
	7.2 <b>Baseline Test</b>		1	8.2	Being online - E-safety	16.1/16.3	3	HTML & JavaScript Assessment			
	7.3 Understanding computers - HARDWARE - Input & Output Devices, Storage & Communication Devices, The CPU	Unit 5 Understanding computers PG Book Reference 5.1, 5.2, 5.3	4		Legislation Data Protection Act						
Term 1B	7.4 Understanding computers - SOFTWARE - Operating Systems & Applications (basic descriptions)		19.1 2	8.3	Spreadsheets	11.1/11.2/11.3/11.4/11.5	6	9.2	Binary recap 8 bit calculation, shifts, Hex		8
	File management - Folder Structure		1.1	1	Spreadsheets Assessment			9.2	Binary recap 8 bit calculation, shifts, Hex. cont	3.1	
	7.5 Being online and Behaviour online		3	8.4	The Internet	10.3	2	9.3	Logic gates	3.2	3
	social media and digital footprint		1.3		Encryption	10.4		Gates/Truth Tables recap, Combining Gates into Circuits			
	online safety		1.4					9.4	Python programming	10	
	7.6 <b>Baseline Re-Test</b>		1					recap - sequence, selection, iteration			
								Programming project	Math program		
Term 2A	Scratch programming - Racing Car Game	Unit 6	4	8.5	Python Coding	2.1	12	9.4	Python programming cont		2
	7.5 Movement of objects		6.1		print command/ input command	2.2		Programming Assessed			
	if blocks and variables		6.2		Variables / data types	2.4 / 12.4		9.5	Legislation		
	loops		6.3		Math operations	12.5		Computer Misuse Act			
		Unit 15 - 15.1, 15.2, 15.3	2		if conditions			9.6	Algorithmic Thinking	5	
Racing Car Game Documentation - Assessment				Loops	12.3		Representing programs (pseudocode and flowchart)				
								Abstraction			
								Decomposition	2.1/3.3		
Term 2B	7.6 Legislation			8.6	Algorithms		7	9.7	Databases		3
	Copyright Design and Patents Act (activity like Golf-Club or Easter Egg Hunt)	Unit 16 - 16.2	3		1) Input, process, output			Tables and forms	8.1		
	7.7 Internet and search technologies	Unit 1 - 1.2	2		2) Sequence, iteration, Selection			Queries (SQL) and reports	8.2		
	web searching/AI?		1.2		- decisions - branching / if-else variables						
Term 3A *	7.8 Number Systems		5.5	4	8.8 Number Systems	1.31	6	9.7	Programming project ctd		8
	Binary conversions		5.6		Binary recap - emphasise 8 bit calculation			RPS			
	Binary addition				Binary addition with overflow						
	Binary Assessment		2		8.9 Logic gates						
					Basic Gates with Truth Tables, Symbols						
					Binary & Logic Gates Assessment						
Term 3B	7.9 HTML	Unit 9 - 9.1	4	8.1	App design and development	7.1/7.2	4	9.8	Python Project work		8
	7.1 Python		4		Programming Assessed			Dice Game Program			

- Online safety KS3
- ICT
- Internet Technologies and Techniques
- Legislation
- Algorithms and Coding
- Binary, Hex and Logic
- Assessment