Digital Curriculum Overview

The Computer Science and IT curriculum is based around four key strands.

⇒ The e-safety strand is first and covers a wide variety of current affairs in IT. This is the "why" of our curriculum.

⇒ Both computer science and IT are underpinned by the project skills of planning, testing and evaluating and also the ability to use IT tools to organise and present information. These skills are crucial to success at KS4 and beyond, so they have their own bands. This is the "how" of our curriculum.

⇒ The Computer Science content focuses on problem solving skills, including writing algorithms and code. The aim for KS3 is to secure the fundamental skills required to explore more advanced topics at KS4.

⇒ The IT strand focuses on the creation of digital media as this leads into our vocational courses at KS4

Here is an outline of the topics covered in each term			
	7	**8**	**9**
Autumn A	Baseline assessment, E Safety, Use of IT	Algorithms and code Core Python skills	Algorithms and code Core Python skills
Autumn B	Algorithms	Core Python	Digital Media
Spring A	Code	Mid KS3 assessment	Mid year Assessment
Spring B	Planning, Testing and Evaluating	Digital Media	Personalised Learning and review
Summer A	Personal skills, Use of IT	E Safety and IT issues	End of KS Assessment—tailored to option choices
Summer B	End of Year Assessment	End of Year Assessment	Enrichment