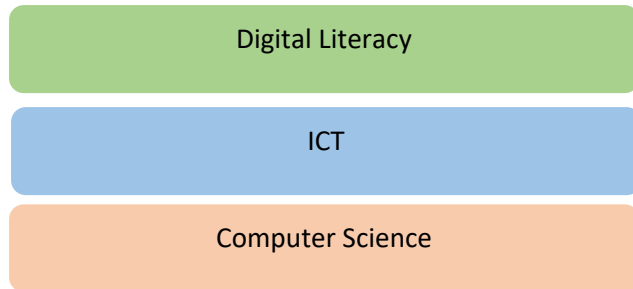


Computer Science & Information Technology



Building on Key Stage 2

- Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
- Use sequence, selection, and repetition in programs; work with variables and various forms of input and output
- Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
- Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration
- Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
- Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
- Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

| | <i>Autumn 1</i> | <i>Autumn 2</i> | <i>Spring 1</i> | <i>Spring 2</i> | <i>Summer 1</i> | <i>Summer 2</i> |
|---|---------------------------|--|--------------------------|------------------------|--|-------------------|
| 7 | Foundations of ICT at KS3 | Foundations of Computer Studies at KS3 | Algorithms Logo / Flowol | Programming Scratch | Programming Text Based | Games Development |
| 8 | E-Safety | Computer Studies | Computational Thinking | Text Based Programming | Microbits | Networks |
| 9 | Digital Graphics | Digital Graphics | Spreadsheets | Databases | Computing and Programming (Text Based & Graphical) | Multimedia |