

KS3 Computing Curriculum Map

Going audiovisual

Representations

Python programming with sequences of data

Python Turtle

Physical computing components

Python & physical computing

Vector graphics

Mobile app development

From clay to silicon

Media / Representations

Y8

ICT

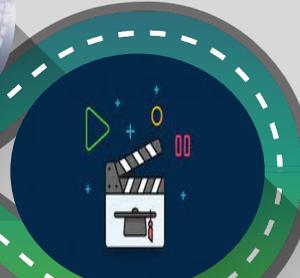
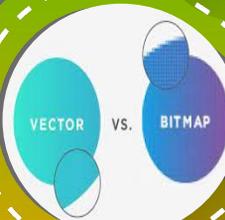
Gaining support for a cause

Spreadsheets

Scratch

Programming essentials in Scratch -part I & II

Y7



Animations

Media

Y9

Cybersecurity

Cybersecurity

Coding

Introduction to Python programming

Developing for the web

Networks & computer systems

Networks from semaphores to the Internet

Computing systems

Collaborating online respectfully

Impact of technology