

KS3 Computing

Pupils study a range of topics in weekly Computing lessons to ensure that they can use computers in a safe and appropriate manner.

In year 7, topics include among others:

- My digital world - using computers and the Internet safely & effectively
- Algorithms & BBC micro:bit - introducing programming
- Data representation - how computers store & process data
- Game making - more advanced programming

In year 8, topics include:

- Python programming - advanced programming
- Website creation - designing and creating their own website
- Networks - how the Internet and home & business networks work

Alongside these lessons, there are opportunities for competitions and activities throughout the year including a national Computational Thinking competition (Bebras) as well activity days such as Drone day, where pupils program and fly drones.

The skills developed in these lesson support the learning in GCSE Computer Science

KS3 IT/Business Carousel

In addition to weekly Computing lessons, we have recently introduced a 10-week project based lesson at KS3 which helps to develop IT & Business skills including, planning, design, project management, team work and presentation skills.

Pupils will participate in the 10-week block as part of the Technology carousel which includes Design Technology and Food Technology.

The skills developed in these lessons support the learning in the KS4 IT & Business subjects: Creative iMedia and Enterprise & Marketing