

What are the aims and intentions of this curriculum?

The aim of our Key Stage 3 Curriculum is to ensure students experience a broad and balanced experience in ICT and computer science which prepares them effectively for the work place and their future careers. The curriculum incorporates teaching specific software applications which they will experience in the work place and ensuring they can understand and apply the fundamental principles and concepts of computer science. Students are taught to analyse problems in computational terms and have repeated practical experience of writing computer programs in order to solve such problems. They can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems and ultimately are responsible, competent, confident and creative users of information and communication technology.

Term	Topics	Knowledge and key terms	Skills developed	Assessment
Summer 2	Introduction to Scratch programming	1/. Students can carry out basic programming using Scratch. 2/. Students are able to produce a simple game using Scratch.	Students can use the online Scratch programming application to carry out simple tasks and create a working game.	Scratch practical test.
Autumn 1	Introduction to Computer Animation.	1/. Students can explain the term “Animation”. 2/. Students can identify different animation techniques. 3/. Students can use appropriate software to produce an animation for a specific audience and purpose.	Creating animations for specific audiences and purposes. Using Adobe Fireworks to create animation. Inserting and manipulating images. Critical evaluation techniques.	Animation production task.
Autumn 2	Video creation and editing	1/. Students produce a video on “Anti-bullying” for a specified audience. 2/. Video editing and manipulation using the Trust media centre.	Students can create videos for a specific purpose and audience. Students can use the media centre to produce their videos. Students can produce and edit videos using appropriate software.	Completed video.
Spring 1	Website Creation	1/. Students can use appropriate software to create a website that is fit for audience and purpose. 2/. Students create a multipage linked website with a menu page. 3/. Students incorporate video, images animations, text and sound into their websites.	Students can use appropriate software to produce a website that is fit for a specific audience and purpose. Students learn about audience theory and how to meet their needs. Students can incorporate video, images animations, text and sound into their websites.	Completed website.
Spring 2	Data Logging and Control	1/. Students understand the meaning of term “Data logging and control.” 2/. Students can explain how data logging and control is used in business and industry. 3/. Students can program control equipment to perform specific tasks.	Students understand the meaning of data logging and control and can program control equipment to perform specific tasks.	Student outcomes in data logging and control task.

Summer 1

Introduction to Python

1/. Students can use the Python programming language to perform tasks and produce specific outcomes.

Students can program using the Python programming language.

Python programming assessment task.