

Computing Roadmap KS3 (Years 7/8/9)

Subject Aim: During KS3, all students have one Computing lesson every week in their tutor group. Our lessons are very practical in nature, with coding tasks that aim to develop students' resilience, curiosity and interest in programming and creating digital artefacts using computers. They also teach the skills needed to successfully access the school's IT systems and to make use of computers in other subjects. Our homework tasks are designed to practice the IT elements of the National Curriculum. We are always looking to try new and innovative ways of teaching Computing.

What happens during the lessons?

Structure of Topics

Each topic will contain approximately 6 lessons that will cover, but is not limited to: variables, sequence, selection and iteration. Each lesson is given 2hrs worth of teaching time to embed the concepts being taught.

End of topic assessments & Homework's

At the end of each topic you will have:

- End of topic test on your last lesson of the half term. You can prepare for your test by accessing the lesson resources via the link in the Computing page in Brightspace.

At the end of each ½ term

- Homework deadline – 2nd to last Friday of the half term. You would have had 4 weeks or more to complete the homework.

ASSESSMENT IN KS3 (Years 7/8/9)

Students are assessed in two ways:

- 1). End of topic tests: These will be marked in class and the results will be given using the standard WBS reporting grades e0 through e5
- 2). Homework: Correctly submitted work in the correct format (which is a significant part of the homework) will be marked and all results will be given using the standard WBS reporting grades e0 through e5.

AUTUMN TERM

Key Computing Skills

In your KS3 Computing lessons, you will learn:

the end of each half term, you will have:

- How to log in the school system, how to log into Brightspace and Office 365, how to transfer files from school to your home device and vice-versa, how to organise your files into folders,
- How to research and present information in a way that engages the audience,
- How computer process information in a logical sequence of instructions,
- The key principles of Computing including variables, selection, iteration, text and integer data types, lists of variables, using random functions to create make a game unpredictable and interesting.

HOMEWORK IN KS3 (Years 7/8/9)

There will be 5 Computing Homeworks over the academic year. Students have the majority of the half-term to complete each one. An average of 2hrs of work (across the time available) should get students to the expected level if they follow all homework instructions carefully.

SPRING TERM

ENRICHMENT THEMES IN KS3 (Years 7/8/9)

Women in Computing, use of IT in the workplace. After school Computing Club: Thursdays in CR1. See: [Computing Club Brightspace Course Link](#)

Key Apps and Programming Languages



ASSESSMENT REVISION IN KS3 (Years 7/8/9)

To revise for the end of half-term test, students can access all the lessons resources on Brightspace.

SUMMER TERM

Where next?

Enterprise GCSE Options: The Enterprise Department teach several subjects all of which are available at GCSE as options (key stage 4: KS4). Computer Science, IT, Business and Economics continue at A level (key stage 5: KS5)

- Computing (KS3) & Computer Science (KS4/5)
- IT (KS4/5)
- iMedia (KS4)
- Business (KS4/5)
- Economics (KS4/5)

Contacts

Enterprise Department: We are based in the Enterprise Office (the portakabin in the quad next to the main hall, up the ramp, room 27). Student issues - please do not hesitate to ask for help (Computing Teacher or at the Enterprise Office). We also run "drop-in" sessions (open to students for any help / questions etc.) in CR3 after school as required.