

Computing Roadmap KS3 (Years 7/8/9)

Subject Aim: During KS3, all students will receive one weekly Computing lesson 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 reinforce the key principles of computing that have been taught in lesson. 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 in your last lesson of the half term. You can prepare for your test by completing the homeworks, and accessing the lesson resources using the link on the Brightspace Computing page.

During each topic you will have:

- 3 Computing homeworks are set on BrightSpace - you will have 2 weeks to complete each homework.

AUTUMN TERM

ASSESSMENT IN KS3 (Years 7/8/9)

Students are assessed in two ways:

- 1). Computing Assessments: These will be marked and the results will be used to calculate 'Attitude to Learning' grades from e0 to e5
- 2). Homework: Homework should be correctly completed and submitted on BrightSpace. The results will be used to calculate 'Independence' grades from e0 to e5.

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.

SPRING TERM

HOMEWORK IN KS3 (Years 7/8/9)

There will be 6 Computing Homeworks over the academic year. Students have a fortnight to complete each one. The homeworks will take the form of a quiz, which can only be completed once. Pupils are welcome to use the BrightSpace lesson resources to help them complete the questions.

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

Women in Computing, use of IT in the workplace. Cyber-First Competition for girls. 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)

An appropriate assignment will be set on BrightSpace with relevant revision material to help student to prepare for the computing assessments.

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.