

KS3 COMPUTING

YEAR	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
7	INTRODUCTION & SLG ADMIN	GAME PROGRAMMING WITH SCRATCH	NETWORKS: FROM SEMAPHORES TO THE INTERNET	HTML AND WEBSITE DEVELOPMENT	INTRODUCTION TO PROGRAMMING WITH PYTHON BLOCKS TO TEXT	MODELLING DATA
	MICROSOFT SKILLS					
	IMPACT OF TECHNOLOGY					SPREADSHEET SKILLS
	ESAFETY					
8	MY DIGITAL WORLD	HTML & WEBSITE DEVELOPMENT	UNDERSTANDING COMPUTERS	INTRODUCTION TO PROGRAMMING WITH PYTHON	APP DEVELOPMENT	FUTURE TECH
	ESAFETY					
	NETWORKS: FROM SEMAPHORES TO THE INTERNET					
9	CYBERSECURITY	INTRODUCTION TO PROGRAMMING WITH PYTHON	UNDERSTANDING COMPUTERS	COMPUTATIONAL THINKING & LOGIC	COMPUTATIONAL THINKING & LOGIC GRAPHICS	AI & MACHINE LEARNING

Note: some units repeat across year groups to fill in gaps due to Covid19 Lockdowns