Computing KS3 2026-7

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
7	Introduction and SLG Admin Microsoft Skills Impact of Technology eSafety	Computational Thinking (Bebras Challenge)	Developing Digital and Enterprise Skills (iDEA Award - Bronze)	Developing Digital and Enterprise Skills (iDEA Award - Bronze)	Networks From semaphores to the internet	Introduction to coding (Planning and designing games in Scratch)
8	My Digital World eSafety	Computational Thinking (Bebras Challenge)	Developing Digital and Enterprise Skills (iDEA Award – Bronze and Silver)	Creative App Development. Market Research and Design	Basics of Excel. Using Formulas	Fundamentals of Computing. Binary
Every Year 8 undertakes a 10 week Computer Science Course as part of the Design and Technology Rotations. This includes: Block Coding with Scratch and Microbits, Introduction to Python with Turtle and an exploration of Ethics in Computing.						
9	MakeCode Arcade - Game Development with Block Coding Fundamentals of Computing: Binary, Hex, ASCII	Coding Fundamentals, Python Basics, Algorithmic Art with Turtle	GCSE Options Ethics in Computing – AI and Disposable Culture	PyGame Course: How to create your own Game in Python	Cryptography Image and Sound Manipulation	End of Year Python Coding Project