Gordon's School Computing Department
Key Stage 3 - Curriculum Map

Key Words / Skills:

Digital Literacy

Programming with blocks

Computers as a system

HTML and CSS

Event based Programming

Text based Programming

Hardware

Computational Thinking

Data

Advanced Office skills

A refresher on MS office products and some new skills

Data Science

How to filter, use & present Data to support your point

Data representation

Understanding how your devices represent sounds and images

Python programming with data structures

Text based programming for data structures

Introduction to python programming

Learning text based coding

Media – Vector Graphics

Creating scalable images from shapes

Year 9

Computational thinking & Bebras Challenge

Problem solving approaches

Experience AI

How AI works and its uses

Mobile app development

Creating a Mobile app

Cyber security

Understanding threats and preventing them

Web development

Designing and Creating webpages

Computer Hardware

Understanding the role of components

Year 8

Programming in scratch 2

Continuing with programming structures

Networks

Understanding how devices communicate

Year 7

Introduction to Gordon's & Surface Go / Using computers safely and effectively

Word Processors and Blogs

Create a blog for a target audience

Spreadsheets

Use spreadsheets to manipulate and view data

Programming in Scratch 1

Using Scratch to learn basic programming structures