

## 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



Year 9

Year 8

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

Mobile app development



Media - Vector Graphics

Creating scalable images from



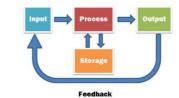
Computational thinking & Bebras Challenge

Problem solving approaches



**Computing Systems** 

How Computer systems function



Cyber security

Web development

Designing and Creating Understanding threats and bpages

preventing them

Computer Hardware

Understanding the role of components



Programming in scratch 2

Continuing with programming structures



**Networks** 

Understanding how devices communicate



Year 7

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

Programming Scratch 1

Using Scratch to learn basic programming structures

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Introduction to Gordon's &