



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

Computational thinking & Bebras Challenge
Problem solving approaches

Computing Systems
How Computer systems function

Year 9

Cyber security
Understanding threats and preventing them

Web development
Designing and Creating webpages

Computer Hardware
Understanding the role of components

Programming in scratch 2
Continuing with programming structures

Networks
Understanding how devices communicate

Year 8

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 Scratch 1
Using Scratch to learn basic programming structures

Year 7

