



# 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.

**Experience AI**  
How AI works and its uses

**Python programming**  
Introduction to text-based coding

**Mobile app development**  
Creating a Mobile app

**Media – Vector Graphics**  
Creating scalable images from shapes

**Year 9**

**Computational thinking & Bebras Challenge**  
Problem solving approaches.

**Python programming 2**  
Text based programming for data structures

**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.