



Computing KS3 Curriculum Overview

Computer Science

Pupils will:

- Use a programming language to solve computational problems
- Understand simple Boolean logic
- Understand uses of Boolean logic in circuits
- Understand how numbers can be represented in binary
- Be able to carry out simple operations on binary numbers
- Understand the hardware components that make up computer systems
- Understand the software components that make up computer systems
- Understand how instructions are stored by computer systems
- Understand how text and images can be represented digitally in the form of binary digits

Information Technology

Pupils will:

- Combine multiple applications to achieve challenging goals
- Undertake creative projects with challenging goals
- Collect data



→ Analyse data

Digital Literacy

Pupils will:

- Recognise inappropriate content
- Recognise inappropriate contact
- Recognise inappropriate conduct
- Reuse digital artefacts for a given audience
- Understand a range of ways to use technology respectfully, safely, securely and responsibly
- Attend to trustworthiness of digital artefacts
- Protect online identity
- Protect privacy
- Understand the opportunities computer networks offer for collaboration

Assessments

- at the end of each unit pupils will perform a summative assessment
- self-assessment
- peer-assessment
- teacher informal assessment