



Curriculum Statement - KS3 IT and Computing

Students follow a bespoke curriculum designed to incorporate the fundamental concepts of Computer Science and Creative iMedia, to give grounding in a broad and rich curriculum. Starting the academic year with E-Safety, students study how to keep themselves and their personal information safe online then move onto Malware and Social Engineering in Year 8. Students then look at the 'bigger picture', studying Hardware and Algorithms, which gives them the skills to access later topics such as Binary Hexadecimal and Logic where students study the mathematical makeup of machines. Throughout KS3, students learn to program in 2 languages, starting with block-based languages before progressing to a High-Level Language.

Digital Literacy units allow for a more creative side, students learn graphics and web-design as well as packages such as Word, Powerpoint, Excel and Access.