

7.2 Binary Numbers

Learn how a computer understands and represents numbers.

7.4 DVD Cover

Research, design, make and evaluate a DVD cover. You will also develop DTP skills.

YEAR

KEY STAGE 3 ROADMAP

7.6 Scratch

Create simple programs while using the tools you learned about in the Python Unit.

8.1 Boolean Logic

Use True/False statements and operators (AND, OR NOT, XOR) to evaluate logic.



Learn why the school uses

7.3 Intro to Python

Make a chatbot to learn the basics of programming (Telling the computer what to do).

9.3 Python 2

Recap and use

data structures

in your code.

Challenge

7.5 Spreadsheets

Learn the features of one of the most widely used type of programs and how to model data.

8.2 Technology

Learn about software, hardware. the internet and the history of computing.



8.3 Python Programming

Recap previous learning while using selection and iteration to further develop your programming skills.

9.7 ICT skills for GCSE

Develop your word

processing, presentation

software skills.

8.6 Searching and Sorting

Discover different ways to search and sort through data. Linear/Binary and Bubble/Merge.

9.1 The bigger picture

Learn about relevant laws and how computers impact on the environment.

YEAR

8.5 Websites and HTML

YEAR

Use software to create a website about a country of your choice.

8.4 Databases

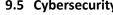
important, make queries etc

Understand why they are

Learn more about threats to computer systems and how we can minimise these risks.

9.5 Cybersecurity

and spreadsheet



Google forms and

E-safety

9.2 Networks and the internet

Learn about different types of networks and malicious software.

YEAR 9

9.4 Computer Hardware

Learn about internal computer components and how they operate.

9.6 Binary images and sound

Learn how a computer interprets and represents digital images/sound.