KEY STAGE 3 ROADMAP

YEAR 7

START

7.1 Emails and networks
Learn why the school uses a network and how it works.

7.2 Binary Numbers
Learn how a computer understands and represents numbers.

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

Bebras Challenge

YEAR 7

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

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

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.

YEAR 8

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

Bebras Challenge

Google forms and

E-safety

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

YEAR 8

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

8.5 Websites and HTML
Use software to create a website about a country of your choice.

8.4 Databases
Understand why they are important, make queries etc

9.7 ICT skills for GCSE
Develop your word processing, presentation and spreadsheet software skills.

9.1 The bigger picture
Learn about relevant laws and how computers impact on the environment.

9.3 Python 2
Recap and use data structures in your code.

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

YEAR 9

Bebras Challenge

9.2 Networks and the internet
Learn about different types of networks and malicious software.

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.