

KS3 Curriculum Plan 2026-27

Year 7		LP1	LP2	LP3	LP4	LP5
	TOPIC	Online Safety		Excel - Spreadsheet	Programming: Scratch	
	Knowledge	This unit of work will offer all year 7 students to be able to identify the dangers they may face online and how to respond to these dangers. They will also learn the consequences of their actions, including online bullying. Student will also learn PowerPoint skills through creating a online safety presentation.		The spreadsheet unit for Year 7 takes learners from having very little knowledge of spreadsheets to being able to confidently model data with a spreadsheet. This unit will give learners a good set of skills that they can use in computing lessons and in other subject areas such as Maths	The aim of this unit and the following unit is to build learners' confidence and knowledge of the key programming constructs. The main programming concepts covered in this unit are sequencing, variables, selection, and count-controlled iteration. Once learners have achieved this they will build on their understanding of the control structures' sequence, selection, and iteration (the big three), and develop their problem-solving skills. Learners will learn how to create their own subroutines, develop their understanding of decomposition, learn how to create and use lists, and build upon their problem-solving skills by working through a larger project at the end of the unit.	
	Skills	Demonstrate skills using specific software and programmes. Demonstrate knowledge and understanding of ICT terminology.				
	Key Vocab	Reputation, phishing, malware, disinformation, fake news, influencer, grooming, reputation, hate crime, censorship, pornography, peer pressure		Cell, formatting, conditional formatting, rows, columns, autofill, data, SUM, COUNTA, MAX, MIN, IF, COUNTIF	Blocks, script, sprite, sequence, input, output, process, variables, operators, iteration, debugging, subroutine, decomposition	

Year 8		LP1	LP2	LP3	LP4	LP5
	TOPIC	Computer Systems	Graphics		App Design	
	Knowledge	The aim of this unit is to provide a concise overview of how computing systems operate, conveying the essentials and abstracting away the technical details that might confuse or put off learners	This unit offers students the opportunity to design graphics using vector graphic editing software. Vector graphics can be used to design anything from logos and icons to posters, board games, and complex illustrations. Through this unit, students will be able to better understand the processes involved in creating such graphics and will be provided with the knowledge and tools to create their own.		This unit students will learn about mobile app development, including how safety considerations can be implemented to aid the user’s engagement. Students will begin by reviewing the project and identifying the user needs, they’ll delve into the principles of user-centred design. Consideration will be given to the available hardware commonly found within smartphones; students will explore how these can be linked with safety considerations to protect the user. Finally, students will learn to create their own mobile apps using App Lab.	
	Skills	Demonstrate skills using specific software and programmes. Demonstrate knowledge and understanding of ICT terminology.				
	Key Vocab	data, CPU, Motherboard, main memory(RAM), hard dirsk drive, binary, denary, logic gates, bits	Vector, paths, path nodes		User interface, event, function, variables, navigation, wire frame, testing	

Year 9	TOPIC	LP1	LP2	LP3	LP4	LP5	
		Animation		Databases	Programming: Python		
	Knowledge	This unit aims to develop students' understanding of the video production process, from initial planning to final export, while emphasising the use of raw footage that is repurposed and compiled into a promotional video using suitable video editing software.		This unit introduces students to the fundamental concepts of database management, focusing on creating, modifying, and maintaining structured data. Students will develop practical skills in handling databases, ensuring data integrity and optimising their functionality.	This unit introduces learners to text-based programming with Python. The lessons form a journey that starts with simple programs involving input and output, and gradually moves on through arithmetic operations, randomness, selection, and iteration. Emphasis is placed on tackling common misconceptions and elucidating the mechanics of program execution.		
	Skills	Demonstrate skills using specific software and programmes. Demonstrate knowledge and understanding of ICT terminology.					
	Key Vocab	Mind map, moodboard, asset, storyboard		Database, data, data type, input masks, CSV, records, fields, data validation, query, criteria, form, functionality	Input, output, sequences, selection, algorithm		