

Long Term Plan

Computer

Science

KS3 (Year 7, Year 8 & Year 9)

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Subject intent/vision:

To provide high quality education in both the theoretical and applied foundations of Computer Science, as well as navigating the complexities of the digital world, in order to equip and train students to effectively apply this knowledge to solve real-world problems thus increase their potential for lifelong learning and give them a competitive advantage in the ever changing and challenging global work environment of the 21st century.

To enable all students to achieve, our subject curriculum is underpinned by the following principles:



Ambitious - KS3 Computer Science provides a comprehensive understanding of computing, fostering problem-solving skills through coding activities. It prepares students for advanced studies and cultivates responsible, informed technology users for future challenges.



Sequenced / Spiral - Our spiral curriculum iteratively revisits and deepens topics, building on previous knowledge and from topics covered in KS2. Lessons are sequenced to ensure a logical, coherent learning experience, with each one building on the last.



Literacy - KS3 Computer Science promotes literacy through technical vocabulary, comprehension of computing concepts, and clear communication in coding. By exploring societal impacts of technology and integrating literacy elements, it aims to develop students who can effectively communicate and critically analyse computing concepts.



Cultural Capital - KS3 Computer Science promotes cultural capital through immersive experiences like museum trips and studio visits, enriching students' understanding of computing's cultural and historical context. These activities aim to connect learning to real-world applications, inspiring students to appreciate the societal impact and diverse opportunities in technology.

Long term plan:

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From September 2026: KS3 Computer Studies Programme of Study (Year 7)

[illegible]

From September 2026: KS3 Computer Studies Programme of Study (Year 8)

[illegible]

From September 2026: KS3 Computer Studies Programme of Study (Year 9)

[illegible]

KS3 Exams:

Upon the conclusion of each instructional unit, students will partake in a comprehensive examination lasting 30 minutes, encompassing a total of 30 marks for year 7's, 40 marks for year 8's and 50 marks for year 9's. These assessments will be conducted electronically, featuring an assortment of question formats including multiple-choice, short-answer, and long-answer questions. Furthermore, students will be expected to apply their computational thinking skills to proficiently address diverse problem-solving scenarios.

Learning Resources:

Trinket (Python programming)

<https://trinket.io/>

Craig and Dave

<https://www.youtube.com/channel/UC0HzEBLIJxlrwBAHJ5S9JQg>

Learn Python

<http://www.pythonschool.net/>

To practise Python programming

<https://snakify.org/en/>

Online Revision Notes and Practice Questions

<https://www.senecalearning.com/>

Computer Science Resources

<http://teach-ict.com/>

BBC Bitesize

<http://www.bbc.co.uk/schools/gcsebitesize/>

Cambridge Elevate

<https://elevate.cambridge.org/elevate/>

Online Python

<https://repl.it/languages/python3>

Scratch Programming

<https://scratch.mit.edu/>