



Computer Science

Key Stage 3 - Curriculum Roadmap

Data science: Analysing visualisations

Data science: Posing questions and collecting data

Cybersecurity: Social engineering

Data science: Visualising data

Cybersecurity: Protection

Cybersecurity: Malware

Python programming: Selection and repetition

Data Representation: Numbers & characters

Data representation: Sound

Python programming: inputs, assignment and outputs

Python programming: Lists and subprograms

Data representation: Images

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Event-driven programming: Objects and methods

Data representation: Binary numbers

Python: Repetition

Event-driven programming: GUI and events

Data representation: Text

Python: Selection

Web development: CSS

Computing systems: Operating Systems

Python: Sequences

Web development: HTML

Computing systems: Internal components & the FDE cycle

Computing systems: Logic gates and AI

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Networks: The internet and world wide web

Python programming: Selection and iteration

Block programming: Selection and iteration

Networks: Hardware

Python programming: Variables, input and sequences

Block programming: Sprites and events

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Using computers safely and responsibly

Using media: Copyright and ownership

Spreadsheets: Graphs and functions

The school System

Using media: Software use and researching

Spreadsheets: Data and calculations