

# ICT – KS3

<b>Our Vision</b>	The vision for the department is to provide a balanced and informed curriculum across all key stages in the school. The aim is for the students to be active and engaged users and creators in the emerging digital economy. The curriculum is designed to allow students to have access to both computer Science and Information Technology and make informed choices on how they pursue the subjects as they continue their learning journey through the school.
<b>Subject Summary</b>	A high-quality computing education equips students to use computational thinking and creativity to understand and change the world. Computing has deep links with mathematics, science, and design and technology, and provides insights into both natural and artificial systems. Information Technology ensures that students become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace.

Please click the hyperlinks to access the knowledge organisers

## Key stage 3 (Y7-Y9)

	Year 7	Year 8	Year 9
<b>Term 1</b>	<a href="#">Digital Literacy</a>	<a href="#">Digital Literacy</a> Databases Spreadsheets	ICT Skills/Creative Graphic Design Databases
<b>Assessment</b>	End of unit test	End of unit test	Unit project
<b>Term 2:</b>	Creativity <a href="#">E-Safety</a> Comic Creation	<a href="#">Computer Science</a> Python Game Maker	Computer Science Computer Science theory Game/App Development
<b>Assessment</b>	End of unit test	End of unit test	End of unit test
<b>Term 3:</b>	<a href="#">Computer Science</a> Scratch Flowol	Creativity <a href="#">Website</a> Creation Animation	Enterprise Business knowledge development
<b>Assessment</b>	End of unit test	Unit Project	End of unit test