Key stage 3 (Y7-Y9) Computing

	Year 7	Year 8	Year 9
Term 1	**Digital Literacy** Students explore the fundamentals of computing: logging on safely, acceptable use of ICT, file management and word processing. They create digital documents and presentations, and learn the ground rules for working in an ICT environment. Lesson Booklet	**Digital Literacy & Business Tools** Students apply digital tools including spreadsheets, databases and presentation software in a real-world business context. They develop professional document skills, explore what makes a successful business, and create a structured business plan presentation. Lesson Booklet	**Graphic Design & Advanced Databases** Students study the principles of digital graphic design: purpose, target audience, colour theory and typography, examining how visuals communicate messages. They also extend their database skills, designing and querying multi-table relational databases. Lesson Booklet
Assessment	End of unit test	End of unit test	Unit project
Term 2:	**E-Safety & Creative Media** Students investigate online risks, social media safety, cyberbullying and peer pressure, learning how to stay safe and support others online.	**Python Programming & Data Representation** Students learn Python programming, working with variables,	**Computer Science: Algorithms, Logic & Programming** Students trace the history of computing and the internet, study binary, logic gates and Boolean logic, and explore how algorithms are designed and traced. They then apply and

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	They then apply creative digital skills to produce a school magazine article and design a digital anti-cyberbullying poster campaign. Lesson Booklet	inputs/outputs, loops, selection and string handling to build increasingly complex programs. They also explore how computers represent and store data, including binary, images and sound. Lesson Booklet	extend their Python programming skills, covering functions, lists, file handling and game/app development. Lesson Booklet
Assessment	End of unit test	Unit project	End of unit test
Term 3:	**Computer Science: Scratch & Flowol** Students are introduced to programming through Scratch, learning about sprites, sequences, movement, iteration and selection. They then use Flowol to explore how computers are used to control real-world systems and devices. Lesson Booklet	**Online Safety, HTML & Comic Creation** Students deepen their understanding of online well-being, social media data use and online relationships. They learn to hand-code HTML web pages and use digital tools to create their own comic strip, combining creative storytelling with technical skills. Lesson Booklet	**Enterprise & Business** Students explore the world of entrepreneurship and business: different ownership structures (sole trader, partnership, Ltd, franchise), personal finance and budgeting, customer service, competition, the marketing mix (4Ps) and brand identity. They develop and pitch their own enterprise idea.
Assessment	End of unit test	End of unit test	End of unit test