KS3

KS3 Computing is concerned with how computers and computer systems work, and how they are designed and programmed. Pupils in year 7 and 8 will gain an understanding of computational systems of all kinds.

Computing allows pupils to solve problems, design systems, and understand the power and limits of human and machine intelligence. It is a skill that empowers and one that all pupils should be aware of and develop competence in. Pupils who can think computationally are better able to conceptualise, understand and use computer-based technology and so are better prepared for today's world and the future.

Computing at KS3 covers the three aspects of the computing curriculum:
- Computer science (CS),
- Information Technology (IT) and
- Digital literacy (DL). At KS3 this covers:

Term	KS3 Year 7	KS3 Year 8
Autumn	Skills Building Using computers safely (Information Technology)	Understanding Computing (Information Technology)
Spring	Animation (Digital Literacy)	HTML and Website Development/Programming in Python (Computer Science)
	Graphics (Digital Literacy)	E-Safety
Summer	Mirco-bits (Introduction to Programming—Python) (Computer Science)	App Development (Digital Literacy)

Useful websites:

https://www.bbc.com/education/subjects/

http://teach-ict.com/

http://microbit.org/

https://code.org/