Brief Outline of Work Studied in Years 7, 8 and 9

ICT and Computing at Key Stage 3

Our Key Stage 3 ICT and Computing curriculum is designed to provide pupils with a broad and progressive understanding of digital technology, computing and business. Through a carefully sequenced programme of study, pupils develop their digital literacy, computational thinking, creativity and problem-solving skills, building on their knowledge and applying it to practical, real-world contexts. The curriculum also introduces pupils to key business concepts and develops the digital and technical skills needed for success at Key Stage 4. It provides a strong foundation for pupils wishing to study GCSE Business, GCSE Computer Science, the Level 2 Award in Retail Business and Creative iMedia.

Year 7 introduces pupils to the essential skills and knowledge required to use technology confidently, effectively and responsibly. Pupils explore computer systems, digital citizenship and online safety, developing an understanding of how to protect themselves and others in the digital world. They also develop their data-handling skills using spreadsheets and begin their programming journey through block-based coding in Scratch and Kodu. This provides a foundation in logical thinking, sequencing and problem-solving before pupils progress to text-based programming using Python.

Year 8 builds on this foundation, deepening pupils' understanding of computer systems and extending their programming skills. Pupils develop their creativity through logo design and website development using HTML, while learning to organise, manage and present information using databases. Through these units, pupils explore how digital tools can be used to communicate ideas, create engaging products and meet the needs of an intended audience. These experiences also develop transferable skills in digital design and content creation that support progression to Creative iMedia, alongside an introduction to business-related concepts such as branding and visual communication.

Year 9 enables pupils to consolidate and extend their learning through more challenging and applied projects. Pupils explore cybersecurity and online dangers, developing their awareness of digital risks and the importance of protecting information. Through a theme park design project, they apply business and creative skills to develop ideas for a product or service, consider customer needs and explore marketing and promotional techniques. Pupils also develop their computational thinking and extend their Python programming knowledge, tackling increasingly complex problems and preparing for further study at Key Stage 4.

By the end of Key Stage 3, pupils will have developed a broad range of digital, technical, creative and business skills. They will be better equipped to make informed choices about their online safety, solve problems using computational thinking and apply technology creatively. The curriculum provides a strong foundation for progression to Key Stage 4 qualifications, supporting pupils in developing the knowledge, independence and practical skills needed for future learning and employment.

Year 7 Unit Titles

- 7.1 Introduction to ICT
- 7.2 Digital Citizenship
- 7.3 Modelling with Spreadsheets
- 7.4 Scratch
- 7.5 Coding in Kodu
- 7.6 Programming in Python

Year 8 Unit Titles

- 8.1 Computer Systems
- 8.2 Logo Design
- 8.3 HTML and Website Creation
- 8.4 Databases
- 8.5 Python Programming
- 8.6 Creating Shapes Using Python Turtle

Year 9 Unit Titles

9.1 Cybersecurity

9.2 Online Dangers

9.3 Theme Park Project

9.4 Computational Thinking

9.5 Further Python Programming

Homework

Homework is set through Seneca, providing pupils with opportunities to reinforce their classroom learning, revisit key knowledge and strengthen their understanding of the topics studied.