

Computer Science Key Stage Three Curriculum – Carre’s Grammar School

	Module 1	Module 2	Module 3	Module 4	Module 5	Module 6
Year 7	Software E-Skills <ul style="list-style-type: none"> School network policies Office applications Microsoft teams Email systems 	Staying Safe Online <ul style="list-style-type: none"> Online threats Filter bubbles Misinformation and disinformation Who to talk to 	Block Programming <ul style="list-style-type: none"> Algorithms Sequence, selection and iteration Practical programming 	Hardware & Software <ul style="list-style-type: none"> Types of hardware Types of software Role of components How they work together 	Units & Logic <ul style="list-style-type: none"> Binary & hexadecimal values How data is represented Approaching problems 	Modelling Systems <ul style="list-style-type: none"> Flowchart shapes and program flow Sequence, selection and iteration Creating algorithms from real life objects
Assessment:	Office Documents	Unit Test	Programming Project	Unit Test	Unit Test	Flowol Challenges
Year 8	Turtle with Python <ul style="list-style-type: none"> Sequence and iteration Predicting outputs Use of functions and modules Practical programming 	Business and Tech <ul style="list-style-type: none"> Business terminology Impact of technology on business Marketing Video-editing skills 	Microsoft Excel <ul style="list-style-type: none"> Advanced formulas Absolute referencing Displaying data graphically Making decisions based on data 	Computer Performance <ul style="list-style-type: none"> The CPU Primary & secondary Storage The GPU Ranking performance of components 	Computational Thinking <ul style="list-style-type: none"> Abstraction Decomposition Pattern recognition Approaching layered problems Conditioning 	Games Design <ul style="list-style-type: none"> Level design Success criteria Meeting user needs Practical programming
Assessment:	Programming Tasks	Marketing Project	Excel Tasks	Unit Test	Unit Test	Programming Project
Year 9*	Computers & Society <ul style="list-style-type: none"> Advancement of social media Fake news Propaganda Impact on society 	Networks & Security <ul style="list-style-type: none"> Cybersecurity Emerging Threats Encryption Network Types 	Python Programming <ul style="list-style-type: none"> Programming concepts Variables Types of Iteration Using Functions 	Artificial Intelligence <ul style="list-style-type: none"> Types of AI Current iterations of AI The impact of AI The future of AI 	Mobile Applications <ul style="list-style-type: none"> History of “apps” Uses of mobile phone applications Creating mobile applications 	Advanced Office Skills <ul style="list-style-type: none"> Validation and formatting data Automating tasks Using VLookups Menu driven presentations
Assessment	Unit Test	Unit Test	Programming Tasks	Unit Test	Programming Project	Office Documents

*Closer to options choices, there are two taster lessons on Logic Gates and Data representation to help students get a feel for the GCSE course.

End of year assessment areas:

Year 7	Year 8	Year 9
<ul style="list-style-type: none"> Good practice when creating software documents Spotting and avoiding online threats Programming theory and predicting code (Scratch) Role of hardware and categorising software into types Binary and Hexadecimal conversions 	<ul style="list-style-type: none"> Programming theory and predicting code (Python) Business terminology and techniques Excel formula How hardware components contribute to performance Computational thinking terminology and application 	<ul style="list-style-type: none"> Key terminology around E-safety measures Encryption, ciphers and security threats Programming theory and predicting code (Python) Impact of Artificial Intelligence Logic Gates and Data representation (based on taster)