



KS3 Curriculum Overview - IT and Computing

Your child will learn about IT, iMedia and Computing, develop their knowledge, skills and understanding of design, development and creation of algorithms and digital products during each half term.

Term	Year 9
Autumn	• Introduction to school systems and Unifrog • Python basics • Protecting personal data • Assessment • Python Turtle
Spring	• Impact of Computing on society • Create a visual identity • Design and create a website • Gain feedback via an online questionnaire • Create HTML websites
Summer	• Design and program a computer game using Kodu

Through the study of IT and Computing your child will be expected to develop the following knowledge, skills and understanding:

IT/Computing Skills	Creative iMedia Skills
• To be safe and confident users of IT and Computing resources • Develop a range of digital literacy skills relevant to the modern world • Develop problem solving skills and understanding of key algorithms • Develop a deeper understanding of Python and Kodu to be able to use these to solve problems	• Research and establish an understanding of visual identity components. Be able to apply this and create a visual identity for a given client. • Understanding the layout and conventions of website creation. Be able to apply this and to create a website for a given client.

Parents can support their child by encouraging them to practise the skills taught in lessons at home in their spare time. Refer to Google Classroom regularly for up-to-date resources.