



# **KS3 ICT**

Each year in Key Stage 3 pupils will study a number of distinct modules covering a variety of topics which will develop their technical understanding of computing. Pupils cover a wide-ranging programme of study which further develops skills learned at primary school as well as introducing a range of new ones. Pupils will develop a knowledge and understanding of website development, spreadsheets, animation, the fundamentals of computing and a range of Office applications.

Pupils will also be educated in the wider social aspects of the subject, including how to use the internet safely. The curriculum is continually evolving as new technologies become available.

Throughout Key Stage 3, pupils will develop practical ICT and computing skills as well as team-work, communication, problem-solving, presentation skills and the ability to reflect on and evaluate their own work and that of others.

## **Year 7 ICT**

In Year 7 pupils will study:

Topics covered:

Computer Room rules, logging on procedure. Introduction to Hardware and Software. Pupils complete an ICT audit to check in the first weeks to assess what skills and understanding they have prior to starting KS3.

### Term 1

E-safety and cyber bullying

Health and safety in ICT

### Term 2

Multimedia design

Magazine Publication

### Term 3

Spreadsheets

Databases

Introduction to programming

## **Year 8 ICT**

Year 8 builds on the work in Year 7 and pupils will learn the following:

### Term 1

How computers work (computer hardware and software)

Website design

### Term 2

Use of ICT within the business environment

Magazine Publication

### Term 3

Computer animation

Emerging technologies



## **Year 9 ICT**

In Year 9 pupils are prepared for the Year 10 GCSE course by completing a set of projects which will allow them to acquire a range of skills and develop concepts including:

- Evaluating and designing web applications
- Producing and editing all types of media
- Control
- Spreadsheet modelling
- System design
- Computer components
- How software works
- Programming and software design

### **Skills:**

Students will learn to:

- Handle information efficiently.
- Use presentation and movie making software to create presentations.
- Use graphics software to manipulate images, desk top publishing software to add text and images to documents.
- Use scanners, digital cameras and flip cameras.
- Use spreadsheet software to format and label data, enter rules or formulae, sort data, produce graphs and cut and paste from a spreadsheet to another application.
- Students will develop interpersonal skills, for example, in cooperating with others on an ICT-based task.

### **Assessment:**

Learning objectives are identified at the beginning of each lesson to the class. Teachers continually assess student progress during lessons. Students usually complete a self-assessment at the end of each topic that will help them reflect upon areas where they need support.