#KS3 COMPUTING
#Computer Science, IT & Digital Lit

Key Stage 4 Pathways:
GCSE Computer Science (AQA)
CNAT Creative iMedia (OCR)

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9.6 Project - Video Advert
- Graphics
- Audi and Video

9.5 Python: Project
- Arithmetic Quiz
- Password Strength checker

9.4 Ethics
- Algorithms
- Legal
- Environmental
- Data Privacy

9.3 Programming: Iteration
- Condition controlled
- Count controlled
- Validation
- Subroutines and Lists (arrays)

9.2 Internet & Networking
- Data, Hardware
- Switches,
- IP and DNS

9.1 Designing Websites
- HTML tags
- Images
- Links (internal/external)
- CSS, Formatting
- Audience
- Style

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8.6 Sound & Video
- Audio editing
- Effects in sound
- Video editing
- Combining video and sound
- Audience and Purpose

8.5 Binary & Logic
- Binary
- Logic Gates
- Binary to Denary
- Text
- Images

8.4 Cyber
- Malware, threats
- Measures
- Cyber Security, Social
- Encryption, Policies
- Cipher

8.3 Python: Selection / Iteration
- Identify & correct syntax errors
- Selection
- Condition controlled loops

8.2 Algorithms
- Abstraction & Decomposition
- Sequencing, Selection
- Flow chart symbols
- Algorithms & Patterns
- Computational thinking

8.1 Spreadsheets
- Advanced features
- Validation
- Dropdowns
- Queries & Macros

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7.4 Programming in Scratch
- Introduction
- Sequence
- Selection
- Iteration

7.3 Past, Present & Future
- Key Figures
- Moore's Law
- Development
- Formatting

7.5 Computing components
- Input and Output
- Memory
- Storage
- Purpose of devices

7.6 Python: Sequence
- Sequence
- Input and Output
- Calculations
- Variables and Constants

7.2 Introducing Spreadsheet
- Introduction to spreadsheets
- Using formulae and functions
- Cell Referencing & Formatting
- Charts, Graphs and Tables

7.1 Getting Started
- Introduction to KDS - Google
- Use of school email & Internet
- Files, Folders & Navigation
- Bitmap & Vector Images

Computer Science

IT & Digital Literacy