KS3 Computer Science Learning Journey

Develop foundational skills in computational thinking, programming, and digital literacy. It equips them to understand, design, and create digital solutions while preparing them for future academic study

Baseline testing and learning the Google tools used at St Mark's

Prayer Movie Creative project that involves using multiple applications

Computational Thinking (Scratch Project) Understanding programming concepts and computational thinking

Understanding Computers Hardware and software components, CPU cycle and binary

Year 7

Game Development (GDevelop) Develop programming skills further with a new language

Year 8

Introduction to Python (Edublocks) Key algorithms that reflect computational thinking. Using a mix of block and textual programming

HTML, CSS & website development Creative project, real-world situations

Animation (Wick Editor) Creative project, with planning and challenging goals

Year 9

Spreadsheet Modelling Modelling real-world problems and physical systems

GCSE Ready!

Cybersecurity Using technology safely, respectfully, responsibly and securely. Protecting their online identity and privacy

Python Next Steps Solving computational problems. Make appropriate use of data structures; develop modular programs that use procedures or functions

AI Basics Introduction to the world of artificial intelligence (AI) and machine learning (ML)