Computing

In KS3, Computing students cover a range of Creative Media and Computer Science topics. The programme of study we follow is structured in a way that involves research, design, planning, prototyping and testing for most of the creative elements and computational thinking to solve problems for Computer Science.

In Year 7, students cover a range of topics to introduce them to Creative Media and Computer Science. These range from developing a student's digital literacy skills to programming an interactive animation, creating a website using HTML and CSS, learning about computer systems through Code.org and Spreadsheet modelling in Excel and learning about artificial intelligence and machine learning.

In Year 8, students are introduced to more advanced topics ranging from programming BBC Micro:Bits, creating digital graphics in Photoshop, developing their knowledge of how computers work, algorithmic thinking skills, and an introduction to programming in JavaScript using Karel the Dog on CodeHS.

When combined with continuous homework that the students are set, the above content fully equips students with an understanding of the Creative Computing and Computer Science used in the wider world

Year 7

- Functional Skills
- Digital Literacy and E-Safety
- Interactive Animation and Games
- Web Design
- Spreadsheet Modelling
- Computer Science Principles – Digital Information
- AI and Machine Learning
- Introduction to Turtle Programming

Year 8

- Digital Graphics in Photoshop (Photopea)
- Computer Science – Computer Systems
- JavaScript Programming (Karel the Dog on CodeHS)
- Computer Science – Computational Thinking and Algorithms
- BBC Micro:Bit Programming
- Animation