



In KS3, IT students cover a range of Creative IT 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 IT and Computer Science. These range from developing a student's digital literacy skills to programming a game in Scratch, creating a website using HTML and CSS, learning about computer systems through Code.org and Spreadsheet modelling in Excel and creating Apps.

In Year 8, students are introduced to more advance topics ranging from programming BBC Micro:Bits, creating digital graphics in Photoshop, developing their knowledge of App Design, developing their knowledge of web design using HTML, CSS and JavaScript, and an introduction to programming Java 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

- Digital Literacy and E-safety
- Programming in Scratch
- Web Design
- Spread Sheet Modelling
- Computer Science- Computer Systems, hardware, software
- AppShed Collaborative Project

## | Year 8

- PhotoShop
- BBC Micro:Bit
- Programming in JavaScript (Karel the Dog on codeHS)
- 3D Design in Sketch Up
- Animated Games Design JavaScript
- Animation and Cryptography

