

Fairfield High School Curriculum Overview – KS3: Years 7, 8 & 9

Subject	Computer Science	Why do we study these units at KS3?
Taught in rotation with Art & DT	9 – 14 Lessons per unit	The KS3 Computer Science programme begins with an introduction to the skills required of Computer Scientists. These include the manipulation of data, the use of programming languages: Scratch/HTML/Python, and the safe use of the internet.
Setting	Mixed ability teaching in tutor groups	

Students are encouraged to be Responsible Global Citizens through numerous links to the sustainable development goals embedded within the KS3 programme of study.

We ensure all students experience high challenge by differentiating lessons so that ideas can be extended by all students even those making greater than expected progress.

Literacy work includes the introduction of a wide range of computing vocabulary.

Innovation and Creativity opportunities are included in lessons and via workshops delivered by local universities and employers.

Employability opportunities and skills are highlighted in lessons throughout the course and supplemented with workshops and trips.

Year	Unit title	Knowledge and Understanding/content	Skills	Assessment
7	Introduction to Programming	<ol style="list-style-type: none"> 1. Introduction to ICT suite and rules/Logon procedures (username and password) 2. What do you already know about Scratch?/Game concept (complete worksheet)/Introduction to saving on the school network 3. Set up main sprite (Bird) and background, obstacles and collectibles/Program the bird /Makes improvements based on peer feedback 4. Scratch Interface/Complete programming the bird 5. Program the obstacles (collision) 6. Program scoring system 7. Test, debug and complete the game 8. Add extension elements to game: <ul style="list-style-type: none"> - High score leader board - Ability to select different level of difficulty - Different levels - Game that gets harder as score increases etc - Add a floor which if touched ends the game - Timer - Bonus levels - Customised feedback 9. Complete and submit worksheet with evidence of game 	<ul style="list-style-type: none"> • Safe use of computer systems. • The languages of programming - Scratch. • The literacy of computing 	<p>Baseline Assessment</p> <p>Peer feedback on game design.</p> <p>Self-assessment worksheet</p> <p>Keywords test</p> <p>Evaluation, self-assessment & peer feedback</p> <p>Online assessment</p>
8	Introduction to Web Development	<ol style="list-style-type: none"> 1. Introduction to HTML project/Ideas for website 	<ul style="list-style-type: none"> • Safe internet use 	Baseline Assessment

