Computing/IT KS3 Learning Journey

9 into 10 Transition

Sorting networks

Networks

Flowcharts

Algorithms

Sequence and selection

Series of steps

Pixel data

Bitmap Images

9

Conversions

Binary Number System

Problem Solving

Number bases

Website creation

Creative use of IT

Modelling

Malware

Social engineering

Digital Product Creation

Cyber Security

Bitmap and vector graphics

8

Thinking like a computer scientist

Functions and formulas

Digital creativity

Planning and design

Spreadsheets

Modelling

Algorithms

AR

Intro to coding

Computational Thinking

E-Safety

7

Abstraction and decomposition

Problem solving

Getting started