



Curriculum Plans – Key Stage 3 Computer Science

Please find below a detailed outline of the curriculum covered in Computer Science through Year 8 in Key Stage 3.

Year 8

	Block 1	Block 2	Block 3	Block 4	Block 5	Block 6	Block 7
Module Name	Think like a Computer Scientist Students will learn about the key concepts of computational thinking, decomposition, abstraction and writing algorithms.	Introduction to programming with Python Students will learn the basics of Python including inputs and outputs and using Turtle to draw shapes	Further Binary Students will learn the basics of Binary conversions and Binary mathematics	Sorted! Students will learn how to write sorting algorithms in Scratch	Operating systems Students will learn about different types of operating systems.	Connecting to the internet Students will learn about how computer networks operate and connect machines together.	Building a quiz with block programming Students will learn how to build a quiz in Scratch using block programming
Assessment	Project-Based Assessment Produce an algorithm	Project-Based Assessment Produce Python scripts	Project-Based Assessment Complete binary addition tasks	Project-Based Assessment Produce sorting algorithms	Project -Based Assessment Produce a guide to operating systems	Project -Based Assessment Data packets assessment activity	Project -Based Assessment Produce a quiz in scratch