



Computing at Stowupland

What skills will I acquire in Computing during KS3 at Stowupland High school?

- The ability to use common software well (word processors, spreadsheets, presentation apps)
- Understanding of how to stay safe online (Internet safety and cybersecurity)
- Programming, software design and problem solving
- Creation of digital assets (such as 3D models)

What will I study in Computing during KS3 at Stowupland High school?

- We study a wide variety of topics during KS3 - one per half term.
- This follows a 50-50 split between more theoretical topics (such as how computers work and cybersecurity) and practical topics (such as block-based programming, 3D modelling and Python programming)
- Further details are on the reverse of this handout

How will KS3 Computing prepare me for KS4 courses at Stowupland High School?

- There are two courses run at KS4 - GCSE Computer Science and BTEC Digital Information Technology
- The curriculum has been designed to provide knowledge and skills to lead into either or both of these options.
- The skills learned during KS3 will also be of benefit if students do not choose computing in KS4.



These are the KS3 topics...

Year 7	Computing 101	Algorithms	Interactive story	Block-based programming	Binary and logic gates	Kodu game programming
Year 8	Internet safety	3D modelling & animation	Computer hardware	Python turtle programming	Spreadsheets	Micro:bit programming
Year 9	Cybersecurity	Python programming	Data rep	Unity programming	Databases	Mobile app programming

...they are a 50-50 mix of theory and practical topics and feed into options at KS4