

## Key Stage 3 Computing – Teaching schedule

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 8	<b>Creating Media</b> Vector graphics	<b>Computing systems</b> Hardware, Software, computing systems,  Artificial Intelligence / UK Bebras computation thinking challenge / ‘Cyberfirst Girls Competition’	<b>Data and            Information</b> Data and representation	<b>Programming</b> Introduction to Python programming	<b>Data and            information</b> Basic/Intermediary Excel skills	<b>Programming/Design            and Development</b> Developing for the web
Year 9	<b>Data and            information</b> Intermediary / Advanced Excel skills	<b>Programming</b> Python programming continued	<b>Safety and Security</b> Cybersecurity	<b>Creating Media</b> Working with audio visual media	<b>Design and            development</b> Photoshop skills	<b>Design and            development</b> Augmented Reality animations