

DAGENHAM PARK SUBJECT CURRICULUM

Subject	Computer Science		
Year Group	Year 7, Year 8 & Year 9		
Overview	<p>Pupils cover the full range of Computing topics laid out by the National Curriculum.</p> <p>This involves them learning a visual programming language through Scratch as well as a text based language using Python. Studying these languages set a firm foundation for future studies and seeing how computational thinking can impact and improve the world.</p>		
Autumn Half term 1	Year 7	Year 8	Year 9
	E-safety Overview Social Media Passwords	Introduction to algorithms Sorting algorithms Searching algorithms	LAN & WAN Wired and Wireless networks Network devices Topologies Network Threats Protecting a network
Autumn Half term 2	Year 7	Year 8	Year 9
	Grooming Fake news Deep fakes	George Boole Ada Lovelace Ethics of computers	Python Inputs and outputs Variables Comments and readability If statements Loops Errors
Spring Half term 1	Year 7	Year 8	Year 9
	Computer Hardware Input & Output devices Peripheral devices	Binary conversion Binary addition ASCII	Decomposition Pattern recognition Abstraction Algorithms Flowcharts
Spring Half term 2	Year 7	Year 8	Year 9
	The CPU Networks Operating Systems	Images Sound Hexadecimal	Python Turtle Functions Random library Magic 8 Ball project Arrays

Summer Half term 1	Year 7	Year 8	Year 9
	Scratch Introduction Controlling games Movement Sprites	Scratch Game project	Caesar Cipher Vigenère cipher Morse code Pigpen cipher Imitation Game
Summer Half term 2	Year 7	Year 8	Year 9
	Collision Variables Broadcasting	Scratch Game project	Website design project
Homework	Homework will be provided via Show My Homework to reinforce skills learnt in lesson as well as to prepare for future topics.		
Useful Resources	<ul style="list-style-type: none"> - All resources are available on: Sharepoint – Computing and ICT – KS3 		