

Computing LTP KS3

Autumn 17	Spring 18	Summer 18
First half term Using technology Communicating and collaborating on line Second half term Programming and control	First half term Digital media Second half term Using data	First half term Creating and publishing Using the Internet Second half term Programming and control
Autumn 18	Spring 19	Summer 19
First half term Using technology Communicating and collaborating on line Second half term Programming and control	First half term Digital media Second half term Using data	First half term Creating and publishing Using the Internet Second half term Programming and control
Autumn 19	Spring 20	Summer 20
First half term Using technology Communicating and collaborating on line Second half term Programming and control	First half term Digital media Second half term Using data	First half term Creating and publishing Using the Internet Second half term Programming and control

The Computing curriculum comprises of: Computer science; Digital literacy; and Information technology.

To help ensure pupils have the opportunity to develop a wide range of skills, experiences and competencies with Computing the curriculum has been broken down into key areas, with the core principles permeating through each area.

Using technology- mouse skills, typing etc.

Using the internet - Researching, finding information etc.

Communicating and Collaborating On-line- E-mails, Collaborative working, Video Conferencing etc.

Creating and Publishing: - Anything that involves presenting information in some way using ICT (word processing, presentations, blogging, websites etc.)

Digital Media- Photo editing and image manipulation, video and video editing, audio recording and editing and animation (some animation can also be programming)

Programming and Control- making something 'happen' using ICT (control, movement etc.)

Using Data- Spreadsheets (including using formulas), Databases and any other work which involves either sorting, presenting or manipulating data of some sort.

The coverage of each area will vary according to ability. The emphasis on Programming increases as pupils move through Broomfield SILC.

Throughout school Computing should be covered primarily through day-day teaching and full integration with other subjects and cross curricular work, making use of the range of technology which is available within school.

For pupils working at P4 and above stand-alone sessions will be timetabled as per the LTP half termly.

In these sessions there should be a focus on contextual skill development and these sessions should provide experiences which can then be applied in other work. Second