KS3 Learning Intentions

Year 7 – Half term 6	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Event Driven Scratch						
What?						
When?						
Why?						
Weeks 1 - 6	Understand what is meant by "event-driven" computer programming. Remember how to generate a random number in scratch.	Understand what a variable is. Understand how computer make decisions (IF Statements).	Remember what we have learnt so far – event driven programming, random function, variables and IF statements.	Understand what a GUI is. Understand how to create and use more than one variable to hold data.	Understand how change the appearance of a variable.	Understand how to use the motion scripts to animate a sprite.

KS3 Learning Intentions

Year 8 – Half term 6	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
MicroBit Madness						
What?						
When?						
Why?						
Weeks 1 - 6	To understand what the Micro:Bit is. To understand the various components of the device. To understand the various programming environments.	To understand how to write a simple program. To understand what compiling is. To understand how to flash the compiled program to the device.	To develop our understanding of programming using the 'blocks' language. To practice the art of decomposition and abstraction to help solve a problem. To understand how to make use of the accelerometer.	Understand how to program the 'Compass' on the Micro:Bit Further develop skills in problem solving (decomposition and abstraction). To further develop our skills in programming using the 'blocks' language.	To develop our skills in programming using the blocks language. To understand the purpose of variables. To develop understanding of coordinates and see how they are used in developing graphical programs.	To develop our skills in programming using the python programming language. To understand some simple python syntax. To realise the similarities with the way we program in python compared to blocks.

KS3 Learning Intentions

Year 9 – Half term 6	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Cyber Security						
What?						
When?						
Why?						
Weeks 1 - 6	Explain the difference	Recognise how	Define hacking in the	List the common	Compare security	Identify the most
	between data and information.	human errors pose security risks to data.	context of cybersecurity.	malware threats.	threats against probability and	effective methods of preventing
				Examine how	potential impact to	cyberattacks.
	Critique online	Implement strategies	Explain how a DDoS	different types of	organisations.	
	services in relation to	to minimise the risk of data being	attack can impact users of online	malware cause problems for	Identify how	
	data privacy.	compromised	services.	computer systems.	networks can be	
	Identify what	through human error.	Ser vices.	compater systems.	protected from	
	happens to data		Identify strategies to	Question how	common security	
	entered online.		reduce the chance of	malicious bots can	threats.	
			a brute force attack	have an impact on		
	Explain the need for		being successful.	societal issues.		
	the Data Protection		Evaluin the need for			
	Act.		Explain the need for the Computer Misuse			
			Act.			