KS3 Short-term planning

Year 7 – Half term 1 Scratch What? When? Why?	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Weeks 1 - 6	Understand how to create a sprite. Understand how to create a new background. Understand how to move the sprite.	Understand how to input values into scratch. Understand where our inputs are stored. Understand how to output values onto the screen.	Remember how to input values into scratch. Remember where our inputs are stored. Remember how to output values onto the screen.	Understand how programs make decisions. Remember how computers store data. Remember how computers make decisions.	Understand how computers may use more than 1 variable. Understand how operators work in scratch. Remember how computers store data.	Remember how computers make decisions. Remember how computers may use more than 1 variable. Remember how operators work in scratch. Understand how Flowcharts work.

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| Year 8 – Half term 1 My Digital World

What?

When?

Why?	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Weeks 1 - 6	Learn what to look for in websites when deciding if they are trustworthy or not

Practice evaluating a range of websites for trustworthiness and reliability | Understand how search engines work

Understand some tools to "search smarter" – improve our search results by reducing search results and increasing their relevance | Understand what Copyright Law is

Understand how to use other peoples' ideas/work without breaking copyright law | Understand the great many dangers that are online

Learn how to stay clear of these dangers | Understand what cyber abuse is

Understand what you can do to combat cyber abuse | Understand the potential consequences of leaving a digital footprint

Learn how to communicate appropriately online |

KS3 Short-term planning

Year 9 – Half term 1 Back to the Future What? When? Why?	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Weeks 1 - 6	To understand who Alan Turing was To understand how messages can be encrypted using ciphers. To understand how to use a cipher key to decipher codes	To understand who Sir Tim-Berners-Lee is To understand what the World Wide Web (WWW) is and how it differs from the Internet To understand how the WWW was born. To understand how to write a simple web page	To understand who George Boole was To understand what Boolean Logic is To understand what logic gates are and how they are used in a CPU	To understand who Charles Babbage was To understand what Charles Babbage did To understand how 'problem solving' and 'logical thought' underpins Computer Science	To review the unit of work studied over the past few weeks. To understand the areas of study which will be assessed in the exam. To understand how to revise for the exam – revision techniques.	To create a timeline mind map which contains all the major points from this unit of work – prepare for assessment.