Python programming with Programming essentials in scratch - part 2 sequences of data Subroutines Representations -Lists – Seauence Decomposition going audiovisual Lists - Selection Iteration Lists - Iteration Image representation Modelling data using spreadsheets Sound Features & Tools of a spreadsheet Virtual work experience representation Formulae Based on spring pod Compression Functions Computing in the workplace · Charts/Graphs Computer Science Business Programming essentials in scratch - part 1 8 Sequence Media - Vector Selection Iteration **Graphics** Applying programming skills with Shapes Manipulation & physical computing Using media to gain support for a cause Paths Micro bits Introduction to GIPO Tools & Word-processing cvber security **Techniques** Decomposition & Design Formatting skills Data privacy Digital content in the modern world Cyber security Malware Layers of Protection Networks from Semaphores to the Internet computing Cyber attacks Computer Networks systems Media Animations Connectivity Hardware & Move objects How they work Software Kevframes Logic gates Colour and lighting A.I & Machine Clear messaging in digital media learning Search terms Design principles / Logo design 9 Desk top publishing Developing for Presentation software the web HTML Mobile app development CSS · Webpages and National Centre Event driven programming Sites for Computing Block based programming Education Representations - from clay to silicon Introduction to python programming Coding systems Sequence Binary Selection Conversion between Binary and Iteration decimal



Computing Learning Journey KS3

Curriculum built on the Raspberry pi foundation curriculum for KS3 Computing

Leads to at KS4

Computer Science Business IT/Digital/Creative qualification

