

Y7 KS3 COURSE OPTIONS

Course Title	Computer Science
Course Description	<p>A grounding in the basics of the new Computer Science curriculum at Key Stage 3. Content and skills taught are broken down into the following strands:</p> <ul style="list-style-type: none"> • Algorithms • Programming and Development • Data & Data Representation • Hardware and Processing • Communication and Networks • Information Technology
Course Content (Term 1,2,3 etc.)	<p>Term 1</p> <ul style="list-style-type: none"> • Baseline assessment in Computer Science • Using school IT systems – VLE, email and student accounts • E-safety <p>Term 2:</p> <ul style="list-style-type: none"> • Text Programming with WinLogo • Control with Logicator <p>Term 3</p> <ul style="list-style-type: none"> • Programming with Scratch <p>Term 4</p> <ul style="list-style-type: none"> • Programming with Scratch • Introduction to Computers <p>Term 5</p> <ul style="list-style-type: none"> • Binary & Data Representation <p>Term 6</p> <ul style="list-style-type: none"> • Multimedia Story Book
Extra-Curricular Opportunities	<ul style="list-style-type: none"> • Photography club (digital editing and image manipulation skills) • Kodu Club • Programming Club
Useful Websites	<ul style="list-style-type: none"> • http://www.teach-ict.com • http://www.computingatschool.org.uk • www.digizen.org • http://www.bbc.co.uk/education

Important Information	Students at Guilsborough follow the new Computer Science Curriculum, building on work done at Key Stage 2. The subject is taught in a single lesson per week in one of our dedicated IT suites. All lesson materials are digital and hosted on the school VLE. Students do not have exercise books; all work is produced digitally and saved to their Guilsborough network accounts.
Provision For Most Able	Students in Computer Science are not set, but are taught in their mixed-ability tutor groups. To properly extend and challenge the most able, our schemes of work are differentiated to include a wide range of extension tasks for students identified as more-able/gifted and talented in Computer Science.
Assessment	Students in Computer Science are continually assessed in lessons. The digital nature of the on-screen work means that teachers are able to easily see what a student is doing and give them on-going feedback as they progress through the tasks in a unit of work. Additionally, students are assessed on the work they have done at the end of each unit and given feedback on their successes and how they can further improve.