



KS3 Computing - Long Term Plan

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
3SQ 3NP	Topic	Computer skills/ components	Word Processing	E-Safety	Using and Applying	Programming	Presentation skills
Key focus		Students will learn how to use a computer mouse or a trackpad and how to switch on and shut down a computer.	Students will learn how to type with one or two hands, use the shift, space and enter key properly, and edit work by using the backspace, delete and arrow keys.	Students will learn basic online safety and digital literacy skills. In this unit, students learn about the potential dangers in the online world and what basic steps we all need to take in order to have positive digital experiences.	Students are given the opportunity to use their skills in a new context and apply them with the software they are familiar with, in order to reinforce their learning	Students will create presentations, developing skills in slide transition, animation, hyperlinks and audio and video. Students will then present this presentation to the class and form 2 stars and a wish for each peer.	Students will be introduced to presentations and the skills needed to create a simple presentation.
3AC 3AS	Topic	Using the Internet	Computer Art	Online Safety	Using and Applying	Programming	Internet research and communication
Key focus		Students will learn to use the internet safely and with a purpose. Students are shown how to search the Internet and how to make sense of the results. Students will learn how to follow links and return to the search results.	Students will have the opportunity to learn about reproducing the painting styles of great artists using computer programs.	Students will learn about how what they do online leaves a trail called a digital footprint. They will look at how to improve the efficiency of their online searches, the types of websites that are best for students to access	Students are given the opportunity to use their skills in a new context and apply them within the software they are familiar with in order to complete a final project.	Students will learn to create and debug algorithms. Students will use the basic commands in Logo to move and draw using the turtle on screen, and then further develop algorithms using the "repeat" command.	This unit focuses on how to effectively search using keywords and how to safely communicate online. Students will start to examine the results returned and how to distinguish between a reliable and unreliable website or webpage.
3CA	Topic	Word processing	Drawing and desktop publishing	E-Safety	Presentation skills	Animation	Programming
Key focus		In this unit, students will learn to use various features for formatting text. Students will learn important computer skills and be introduced to screenshots and the Snipping Tool, and secure use of passwords.	Students will learn to draw, order, group and manipulate objects to make a picture. They will also learn to evaluate and create effective layouts, combining text and images.	Students will be introduced to email and other forms of online communication. They will look at how to write and send emails, as well as how to decide if an email is safe to open.	Students will learn new skills, following on from previous skills learnt; setting the theme, slide transitions, animating objects onto the slide, creating hyperlinks in the action settings and adding audio and video.	Beginning with the history of animation, students research some of the early animation techniques used before the use of computers. The lessons then compare a range of free animation software and students incorporate the different techniques into their own animation.	Students are reminded of the basic commands and how to repeat alongside a variable. The students are then shown how to program their own procedures, use colour and set the position of the turtle using coordinates.