

KS3 Information Communication Technology LTP

	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
Year 7	Computing – How computers work	Computing – How computers work Digital Creativity	Computing – Data representation	Computing – Data representation Computing – Networked systems	Digital Creativity	Computing - Programming
Year 8	Developing for the web	Representations - from clay to silicon	Mobile app development	Media - Vector graphics	Layers of computing systems	Introduction to Python programming
Year 9	Python programming with sequences of data <i>Manipulating strings and lists. Creating a programming project</i>	Media – Animations <i>Creating 3D - animations through object manipulation, and tweaking and adjusting lighting and camera angles.</i>	Data science <i>Using data to investigate problems and make real-world changes.</i>	Representations - going audio-visual - <i>Representing images and sound using binary digits.</i>	Introduction to cybersecurity - <i>Identifying how users and organisations can protect themselves from cyberattacks.</i>	Developing physical computing projects - <i>Sensing and controlling with the micro:bit.</i>