



KS3 ASSESSMENT IN COMPUTER SCIENCE

Our KS3 Computer Science curriculum, which reflects the national curriculum is designed to ensure all students can understand and apply abstraction, logic, algorithms and data representation. It seeks to ensure students can analyse problems, evaluate and apply information technology, and that students are responsible, confident and safe users of ICT. Students are taught about or how to...



	Knowledge	Skills	Communication
Year 7	<ul style="list-style-type: none"> Logging on and e-safety History of computing Data representation Machines of the future Introduction to Micro:bit Introduction to Scratch 	<ul style="list-style-type: none"> Use technology safely, taking adequate precautions Design and evaluate computational abstractions Understand algorithms Use logical reasoning Understand and use Boolean logic: AND, OR, NOT etc Use the Scratch programming language 	<ul style="list-style-type: none"> Accurate use of spelling, punctuation and grammar in written communication Explain processes Justify responses Contribute effectively to class discussion Use digital literacy to adapt to different purposes and audiences Present ideas and information effectively Use appropriate computer software to present meaning
Year 8	<ul style="list-style-type: none"> Operating systems Introduction to Python Spreadsheets Computer systems Networks Micro:bit Robots 	<ul style="list-style-type: none"> Use the Python programming language Create, reuse, revise and repurpose digital artefacts Apply computational thinking Recognise patterns Devise and follow algorithms Sort data Numeracy – E.g. units, use of formula Literacy – E.g. summarise, retrieve 	
Year 9	<ul style="list-style-type: none"> Representing Data Python Essentials Cyber security Animations Databases Game maker 		

*This table is not exhaustive and seeks to reflect some of the major knowledge, skills and communication developed in this subject area.