VERULAM
SCHOOL

Verulam School: Key Stage 3 CURRICULUM INFORMATION

Department: Computing
Subject Leader: Mr P Schalker

Subject Vision: The aim of the Computer Science curriculum is to provide students with the knowledge and tools that will allow them to design and implement effective, economical, and creative solutions for the needs of individuals, society, and the high-tech economy. Problem solving being the key element that pulls all topics together. The curriculum's required courses give the student a strong foundation in both the software, hardware and programming aspects of computing, as well as the mathematics and science that underlie the discipline.

	YEAR 7					
Term	**Autumn 1**	**Autumn 2**	**Spring 1**	**Spring 2**	**Summer 1**	**Summer 2**
Topic/Unit Title	Introduction to Verulam.	Google Classroom collaboration.	Programming with Micro:bit.	Algorithms.	Images. Pixel art, Gif creation, digital advert creation.	Game design using Scratch / Kodu.
	YEAR 8					
Term	**Autumn 1**	**Autumn 2**	**Spring 1**	**Spring 2**	**Summer 1**	**Summer 2**
Topic/Unit Title	E-Safety.	Flow charts and problem solving.	Programming with Micro:bit and Python.	Hardware and software.	HTML and website design.	Spreadsheet modelling.
	YEAR 9					
Term	**Autumn 1**	**Autumn 2**	**Spring 1**	**Spring 2**	**Summer 1**	**Summer 2**
Topic/Unit Title	Python Programming.	Python Programming.	Mathematics of Computing.	Machine Learning – Artificial Intelligence.	Computer Systems and Networking.	Game programming.