DIGITAL - KS3 Key Concept Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	KS3 Computing					
Year 9	**Designing a 3D product** • Project management and CAD software • Use of a range of software • Creative projects		**Python Programming** • Computational Thinking • Programming • Logic • Abstraction	**Application design and creation** • GUI design • Programming • Logic • Creative projects		**A/V Project (Drones)** • Use of a range of software • Creative projects
Year 8	**ICT Skills/Automation** • Using technology safely • Use of a range of software	**Machine Learning/AI** • Computational Thinking • Programming • Use of a range of software	**Application of image manipulation (Pirate Map)** • Computational Thinking • Data representation • Algorithms • Use of a range of software • Creative projects		**Physical Computing** • Computational Thinking • Programming • Use of a range of software • Logic • Abstraction	
Year 7	**Digital Literacy/E-Safety** • Using technology safely • Use of a range of software	**Cryptography** • Problem Solving • Algorithms • Use of a range of software	**Computational Thinking** • Flowcharts • Abstraction • Use of a range of software		**Block-Based Programming** • Computational Thinking • Use of a range of software • Programming	**Making use of data** • Data Collection • Data Analysis • Data representation • Algorithms