



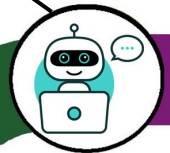
KS3

Computing

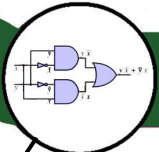


How to use a computer

I can create different outcomes to a question



Python - if statements - Chatbots



Boolean Logic, logic gates & truth tablets

I know that true & false is represented by 1-0 on a computer



E-safety - safeguarding/ responsible use

I can protect myself online



Parts of a computer - Input/Output

I can identify the internal parts of a computer

I can create different outcomes to a question



Representing data: images, sound & text



E-waste - Recycling - incentive schemes

I can identify recycling opportunities



IPO Model - Binary Numbers, Ascii Code

I can convert from binary to Ascii



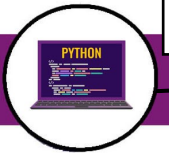
Computational Thinking - decomposition, pattern recognition, abstraction, algorithms

I can create images by joining various sub programs

I can create a spreadsheet to work out my finances



Modelling - Financial Modelling Formulas Functions



Python Programming - basic commands - printing/variables

I can create specific outputs by writing certain lines of code



Logo - command line instructions, procedures



Pseudocode - preparing the structure of the code

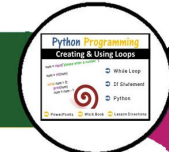


Data Analysis - charts/graphs



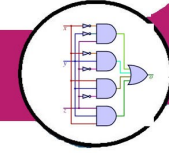
Algorithms - flow of information

I can create a sequence of events



Python Programming - loops, functions, sub programs, syntax, lists

I can create specific outputs by writing certain lines of code



Boolean Logic - Advanced Logic Gates

I can create images by joining various sub programs