KS3 Learning Intentions

Year 7 – Half term 6 Event Driven Scratch What? When? Why?	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
Weeks 1 - 7	Understand what is meant by "event-driven" computer programming Remember how to generate a random number in scratch	Understand what a variable is Understand how computer make decisions (IF Statements	Remember what we have learnt so far – event driven programming, random function, variables and IF statements	Understand what a GUI is Understand how to create and use more than one variable to hold data	Understand how change the appearance of a variable	Understand how to use the motion scripts to animate a sprite	Students will be able to reflect on the year's learning and retrieve key knowledge and understanding.

KS3 Learning Intentions

Year 8 – Half term 6 MicroBit Madness What? When? Why?	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
Weeks 1 - 7	To understand what the Micro:Bit is. To understand the various components of the device. To understand the various programming environments.	To understand how to write a simple program. To understand what compiling is. To understand how to flash the compiled program to the device.	To develop our understanding of programming using the 'blocks' language. To practice the art of decomposition and abstraction to help solve a problem. To understand how to make use of the accelerometer.	Understand how to program the 'Compass' on the Micro:Bit Further develop skills in problem solving (decomposition and abstraction) To further develop our skills in programming using the 'blocks' language.	To develop our skills in programming using the blocks language. To understand the purpose of variables. To develop understanding of coordinates and see how they are used in developing graphical programs.	To develop our skills in programming using the python programming language. To understand some simple python syntax. To realise the similarities with the way we program in python compared to blocks.	Students will be able to reflect on the year's learning and retrieve key knowledge and understanding.

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Year 9 – Half term 6 Cyber Security What? When? Why?	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
Weeks 1 - 7	Explain the difference between data and information Critique online services in relation to data privacy Identify what happens to data entered online Explain the need for the Data Protection Act	Recognise how human errors pose security risks to data Implement strategies to minimise the risk of data being compromised through human error	Define hacking in the context of cybersecurity Explain how a DDoS attack can impact users of online services Identify strategies to reduce the chance of a brute force attack being successful Explain the need for the Computer Misuse Act	List the common malware threats Examine how different types of malware cause problems for computer systems Question how malicious bots can have an impact on societal issues	Compare security threats against probability and potential impact to organisations Identify how networks can be protected from common security threats	Identify the most effective methods of preventing cyberattacks	Students will be able to reflect on the year's learning and retrieve key knowledge and understanding.