Westfield Academy - Curriculum Information

Pupils will learn the fundamentals of computer science, information technology, and digital literacy. Key topics include programming with Scratch , understanding computer networks, data modeling using spreadsheets, and promoting internet safety. The curriculum emphasizes developing problem-solving skills, computational thinking, and responsible digital citizenship.

Computing KS3 Y9

Head of Department	Rasha Abuelreesh
Head of Department email	rab@Westfield.academy
Lessons per 2 week cycle	2
Specification/Board details/Key stage	

Term by term

Autumn 1	Spring 1	Summer 1
➢ Cultural impact ➢ Ethics ➢ AI ➢ Privacy	➢ *Binary* ➢ Image representation ➢ Sound ➢ ➢	➢ IF ➢ Formatting ➢ Formulas ➢ Charts ➢
Autumn 2	**Spring 2**	**Summer 2**
➢ social engineering ➢ malware ➢ Hacking DDoS	➢ Python ➢ Variables	➢ Video editing

Key Skills developed	analytical thinking, critical thinking, quantitative skills, research skills, communication skills and problem-solving skills
Useful Websites	https://code.org https://scratch.mit.edu https://www.tynker.com https://www.bbc.co.uk/bitesize/subjects/zvc9q6f https://www.codeavengers.com https://lightbot.com

Reading/Literacy requirements /Key Words	Good level of English and Maths is required. 🎬 Debug 🎬 Event 🎬 Iteration 🎬 Loop 🎬 Sprite 🎬 Variable 🎬 Column 🎬 Formula 🎬 Function 🎬 Range 🎬 Row 🎬 Privacy Settings Toolbar Clone Healing Editing snip tool
Homework requirements	Quizzes, case studies, independent learning
Personal Development Links	Studying Computing enhances, critical thinking, problem-solving, communication, numeracy, research skills, and global awareness.
Trips/Visits (If applicable)	TBC