

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

Head of Department	Claire Collacott	
Head of Department email	clc@Westfield.academy	
Lessons per 2 week cycle	2	
Specification/Board details/Key stage	KS3 National Curriculum	

Term by term

Autumn 1	Spring 1	Summer 1
➤ Intro to IT ➤ Online safety ➤ School system	➤ Hardware and software ➤ Memory and storage	➤ Spreadsheets ➤ Formatting ➤ Formulas ➤ Charts
Autumn 2	Spring 2	Summer 2
➤ Scratch ➤ Variables ➤ Conditions ➤ Selection ➤ Iteration	➤ KODU	➤ Canva ➤ Copyright ➤ Logos ➤ Branding ➤ Infographics
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 ■ Spam ■ Secure Website ■ Username ■ Password ■ Age Restrictions
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