

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 Y8

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
➤ Communication Technology ➤ Operating systems ➤ Components	➤ Networks ➤ Topologies ➤ Network security	➤ Spreadsheets ➤ Formatting ➤ Formulas ➤ Charts
Autumn 2	Spring 2	Summer 2
➤ Web design ➤ HTML	➤ Python turtle ➤ IDE	➤ Photopea ➤ Photo editing ➤ Copyright
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
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