Westfield Academy - Curriculum Information

Pupils will learn he 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	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
➢ Operating systems➢ AI➢ Components	NetworksTopologiesNetwork security	➢ Formatting➢ Formulas➢ Charts
Autumn 2	Spring 2	Summer 2
➤ Web design➤ Html	➤ Python turtle	➢ 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