

TKS KS3 Computing

"Be nice to nerds, chances are you will end up working for one" Bill Gates

KS4
Options

9.4 Inter- what?

LO7: Understands how search engines rank search results.
LO8: web crawler programs.
LO9:

9.5 Algorithmic Thinking

LO6: Recognises that some problems share the same characteristics.
LO7: Detects and corrects syntactical errors.
LO8: writes custom functions including use of parameters

9.6 Information Technology

LO7: collect, analyse, and evaluate data to meet the needs of a known user group.
LO8: designs and creates digital artefacts for a wider or remote audience
LO9: Documents user feedback, the refinements made to the solution.
LO's 7-9 from 9.2

9.3 2D/3D Characters

LO7: Designs criteria based on given scenario
LO8: produces content based on criteria
LO9: Evaluates their own performance based on criteria

9.2 Device Protection

LO7: Digital Network security methods
LO8: Physical network security methods
LO9: Recognises that persistence of data on the internet requires careful protection of online identity and privacy

9.1 Character Sets

LO7: Understands how numbers, images, sounds and character sets use the same bit patterns.
LO8: Knows the relationship between data representation and data quality.

8.4 Online Environments

LO4: explains how the use of technology can impact on society.
LO5: Identifies weaknesses in a system
LO6: uses technologies and online services securely, identifies and reports inappropriate conduct.

8.5 Language Types

LO3: Procedures and functions
LO4: effective error checking
LO5: Has practical experience of a high-level textual language, including using standard libraries when programming.

8.6 Physical Computing

Uses 7.5 and 8.5 LO

LO1: Plan and prepare hardware
LO2: Teamwork

8.3 Animation

LO4: Evaluates the appropriateness of digital devices
LO5: uses features of software effectively
LO6: responds to feedback effectively

8.2 Networks

LO4: IP addresses and packet switching.
LO5: Knows the difference between physical, wireless and mobile networks.
LO6: Knows the names of hardware and protocols e.g. SMTP, iMAP, POP, FTP, TCP/ IP.

8.1 Data Representation

LO4: bit patterns.
LO5: Resolution and colour depth,
LO6: Understands the relationship between binary and file size

7.4 Online Identity

LO1: Evaluates uses of digital devices.
LO2: Understands the potential of IT.
LO3: Demonstrates responsible use of technologies, and knows a range of ways to report concerns.

7.5 Programming

LO1: Sequence, selection and iteration
LO2: Abstraction, decomposition
Algorithmic thinking

7.6 Web Development Project

LO1: Collects and organises data
LO2: Makes judgements about digital content when evaluating and repurposing it for a given audience.
LO3: Makes static web pages

7.3 Graphics

LO1: Recognises an audience when designing content
LO2: functions and features of software
LO3: presenting data

7.2 Hardware

LO1: function of the main internal parts of basic computer architecture.
LO2: range of operating systems and application software for the same hardware.
LO3: Knows that computers collect data from various input devices, including sensors and application software.

7.1 Binary

LO1: computers use binary to represent all data.
LO2: bit patterns represent numbers and images.
LO3: Performs simple operations using bit patterns e.g. binary addition

Data Representation

Hardware and Networks

Digital Graphics

The Web

Programming

Information Technology