

### **Key Stage 3 Computing**

The students follow a Computing curriculum in the main, gaining experience of programming through the use of Python, Visual Basic, HTML and Alice. In addition, they learn about staying safe online whilst discussing current issues and completing a series of electronic activities. They use a wide variety of equipment and software including DSLRs, camcorders, scanners, Lego and the Microsoft and Adobe suites of software. The students are assessed on a regular basis and they will be producing an e-portfolio which will allow them to collect information about their progress in Computing. In Year 9, the students are provided with an insight into their potential Key Stage 4 courses of Creative iMedia or Computing as they complete assignments in photography, website design, graphics, programming, game creation and Lego Mindstorm.