



# Curriculum Links

## KS3 Computing

	Brief Description	Equipment Includes	Centres			Curriculum Information
			PGL Little Canada	PGL Osmington Bay	PGL Winmarleigh Hall	Computing / ICT
<b>Animation</b>	Students use stop-frame and digital animation to create a short film clip featuring an imaginary character - planning, designing and creating all aspects of the character's movements.	Computer, webcam, headphones, LEGO characters/other characters, backgrounds, mini whiteboards and dry wipe pens	✓	✓	✓	Undertake creative projects that involve selecting, using, and combining multiple applications. Create, reuse, revise and repurpose digital artefacts for a given audience.
<b>Introduction to Coding</b>	This module is designed for students with little or no knowledge of coding. They discuss coding and computer control, their uses in everyday life and learn the principles of coding. These new skills are then used to control a virtual character through a series of tasks.	Computer	✓	✓	✓	Design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems. Understand several key algorithms that reflect computational thinking, use logical reasoning to compare the utility of alternative algorithms for the same problem.
<b>Coding with Robots</b>	Students use computer software to create, test and modify instructions which control the movements of a RCX robot. The group work in pairs to program the RCX to move and follow a sequence of instructions involving colour sensors and sounds.	Computer	✓	✓	✓	Design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems. Understand several key algorithms that reflect computational thinking, use logical reasoning to compare the utility of alternative algorithms for the same problem.
<b>Game Coding</b>	This module is for students with some experience of coding. They create their own app-style game and design the challenges and obstacles in their games. This module encourages students to be creative and use their coding knowledge to de-bug scripts.	Computer	✓	✓	✓	Design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems. Understand several key algorithms that reflect computational thinking, use logical reasoning to compare the utility of alternative algorithms for the same problem.
<b>Data Logging and Handling</b>	During adventure activity sessions, students collect data such as heart rate, body temperature and acceleration. They can then compare and analyse this data against suggested targets.	Computer, pulse reader	✓	✓	✓	Undertake creative projects that involve selecting, using, and combining multiple applications. Make appropriate use of data structures (data tables, lists, arrays). Undertake creative projects that involve selecting, using, and combining multiple applications, across a range of devices, to achieve collecting and analysing data and meeting the needs of known users. Create, reuse, revise and repurpose digital artefacts for a given audience.
<b>PGL TV</b>	Working in small teams, pupils take a range of roles and create their own music video. They then film and edit the piece as part of a music video TV show.	Computer, headphones, video camera, music video props (wigs, prop instruments etc.)	✓	✓	✓	Undertake creative projects that involve selecting, using, and combining multiple applications. Create, reuse, revise and repurpose digital artefacts for a given audience.