

KHS KS3 COMPUTING LEVELS

1
2
3
4
5
6
7
8

Algorithms & Programming

WHAT IS AN ALGORITHM

FOLLOWING SIMPLE ALGORITHMS

SEQUENCES

SELECTION / DECISIONS

ITERATIONS / LOOPS

COMBINING SEQUENCE, SELECTION & ITERATION

PLANNING & CREATING SOLUTIONS TO COMPLEX PROBLEMS

EFFECTIVE PLANNING OF EFFICIENT & ROBUST SOLUTIONS

Data & Data Representation

IDENTIFYING DATA TYPES

TRANSFERRING DATA

INTRODUCTION TO BINARY

USING BINARY

SIMPLE DATA REPRESENTATION

SIMPLE BIT PATTERNS & BOOLEAN OPERATORS

SIMPLE LOGIC & DATA STORAGE

COMPLEX LOGIC & BIT PATTERNS

Software, Hardware & Communication

WHAT IS A COMPUTER

INPUT -PROCESS-OUTPUT & INTRODUCTION TO SOFTWARE

INPUT, OUTPUT & STORAGE DEVICES, SOFTWARE V'S HARDWARE & HTML

THE CPU & INTRODUCTION TO THE WEB

INSIDE THE COMPUTER & CASCADING STYLE SHEETS

THE OPERATING SYSTEM & MULTIPAGE WEBSITES

UTILITY SOFTWARE & SERVER SIDE PROCESSING

SOFTWARE INTERACTION & SERVER SIDE PROCESSING USING A DATABASE

KHS KS3 ICT/DIGITAL LITERACY

1

USING BASIC SOFTWARE &
FINDING INFORMATION WITH
HELP

2

USING BASIC SOFTWARE &
FINDING INFORMATION
INDEPENDENTLY

3

USING A VARIETY OF SOFTWARE
& FINDING RELEVANT
INFORMATION

4

CREATING A VARIETY OF DIGITAL
CONTENT & FINDING SPECIFIC
INFORMATION

5

CREATING DIGITAL CONTENT
FOR A GOAL & AUDIENCE

6

CREATING DIGITAL CONTENT BY
COMBINING SOFTWARE.
VALIDITY & RELIABILITY OF
INFORMATION

7

EFFECTIVELY CREATING DIGITAL
CONTENT BY COMBINING SOFTWARE.
RE PURPOSING CONTENT FOR DIFFERENT
AUDIENCES

8

EFFECTIVE EVALUATION &
IMPROVEMENTS