



KS3 Computer Science Learning Journey

You have reached the end of Key Stage 3

15. Physical Computing

Learn to program the BBC micro:bit
Use Python programming skills to interact with the physical world
Select and design a project to build a prototype



Learning Cycle 5

13. Animations

Creating 3D animations
How media products are created
Modelling, texturing, animating
Creating 3D models, short videos and VR

Learning Cycle 6

14. Programming with Python

Represent and process data in lists and strings
Manipulate sequences of data
Process data relating to real world scenarios, such as planets in the solar system, book texts, ECG data and more
Use a range of pedagogical tools including pair programming and live coding