



**CURRICULUM 2028**

# KS3

COMPUTING 2028



# ***A complete, consistent KS3 system.***

Everything planned for you. Complete lessons, resources, and a clear pathway across Years 7, 8 and 9 – all ready to teach.



**1**  
**Unit**

**CONSISTENT BY DESIGN**  
46 intent, implementation  
and impact statements

*Every lesson follows the same approach*

**NO FLIPPED CLASSROOM**

3 flexible homeworks:  
**Discover • Explore • Consolidate**

*Set them when it suits you*



**6**  
**Lessons**

**MARKING THAT MAKES SENSE**  
1 meaningful student product  
per unit

*Not endless low-value marking*

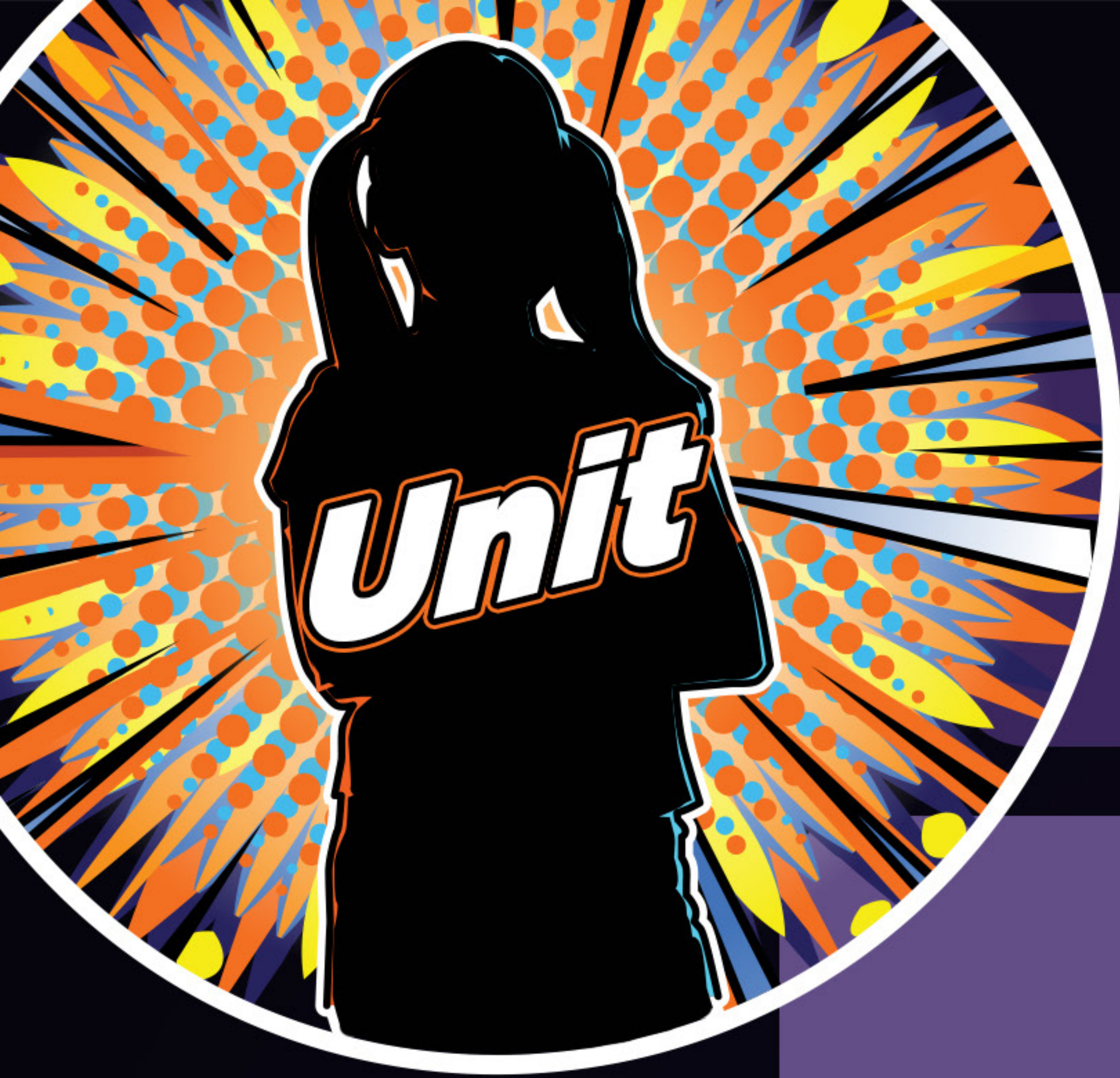
**FULLY EDITABLE**

All resources in a fully editable format

*Adapt everything to your classroom*



**60**  
**Minutes**



# *Key Question*

*Learn it*

*Make it*

*Review it*

*Lesson 1*

*Lesson 2*

*Lesson 3*

*Lesson 4*

*Lesson 5*

*Lesson 6*

*Know...*

*Know...*

*Know...*

*Know...*

*Make artefact  
for assessment*

*Assess and  
improve*



# *The lesson structure*

***Phase 1***

***Phase 2***

***Phase 3***

***Retrieval  
from last lesson***

***Objective 1  
for this lesson***

***Objective 2  
for this lesson***

***Intro  
-  
Activity  
-  
Reflection***

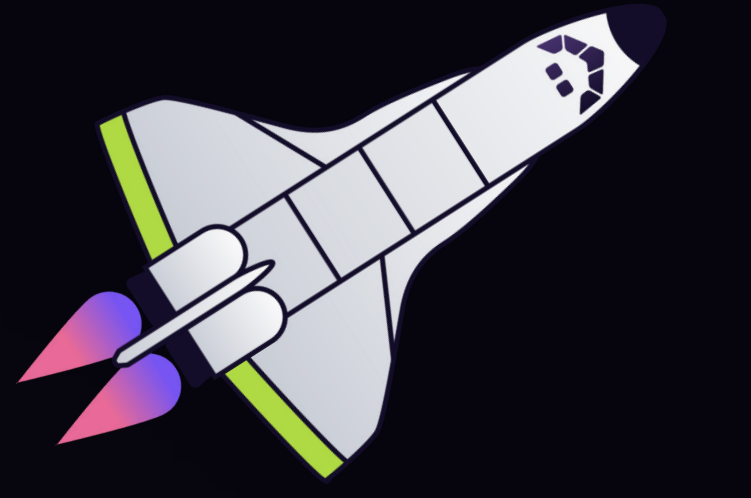
***Intro  
-  
Activity  
-  
Reflection***

***Intro  
-  
Activity  
-  
Reflection***

# Everything you need.

# Every lesson. Every time.

Designed for **both** specialist and non-specialist teachers



**1** **Teacher guide overview**  
for every unit.



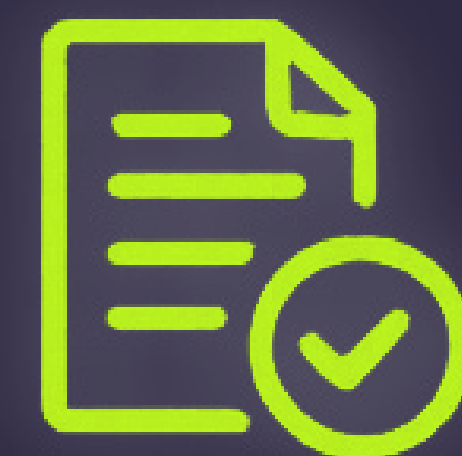
**2** **Detailed lesson plan**  
for every lesson.



**3** **Slide show to follow**  
for every lesson.



**4** **Student workbook**  
for every lesson.



**5** **Model answers**  
for every activity.



**6** **Subject specific terms**  
identified for every unit and lesson.



**7** **Backed up with ongoing support**  
so you're never teaching alone.

MODULAR BY DESIGN

# *Curriculum 2028 aligned.*

**Fully covers the programme of study.**



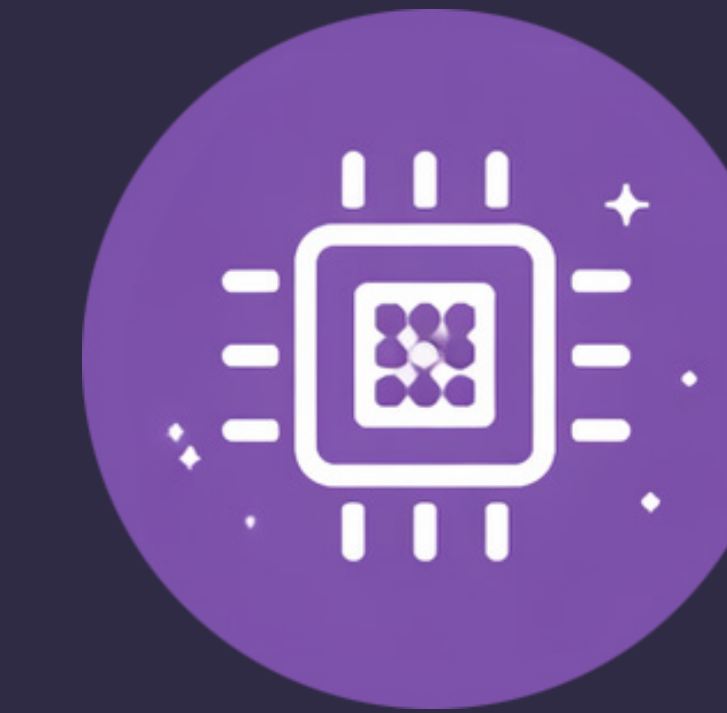
## **Computer Science Fundamentals**

How computers work, including designing, creating and debugging programs to solve problems.



## **Digital literacy and responsible technology use**

How to use digital tools to create and share information while thinking critically, managing risks and behaving responsibly in digital spaces.



## **Data and AI awareness**

How data and AI systems work, their capabilities, limitations and impacts on society.

# Three years. One progressive journey.

Each stage builds on the last, developing skills and confidence every step of the way.

## Every Unit connects to the next.

### Structured... but flexible.

Use our recommended pathway, run it over 3 years, or build your own.



YEAR  
**7**

### Foundations

- ✓ Build confidence and curiosity
- ✓ Digital literacy and online safety
- ✓ Introduction to programming and data

**6 Units - 36 Lessons**

YEAR  
**8**

### Building capability

- ✓ Real-world applications
- ✓ Problem solving and structure
- ✓ Data, algorithms and abstraction

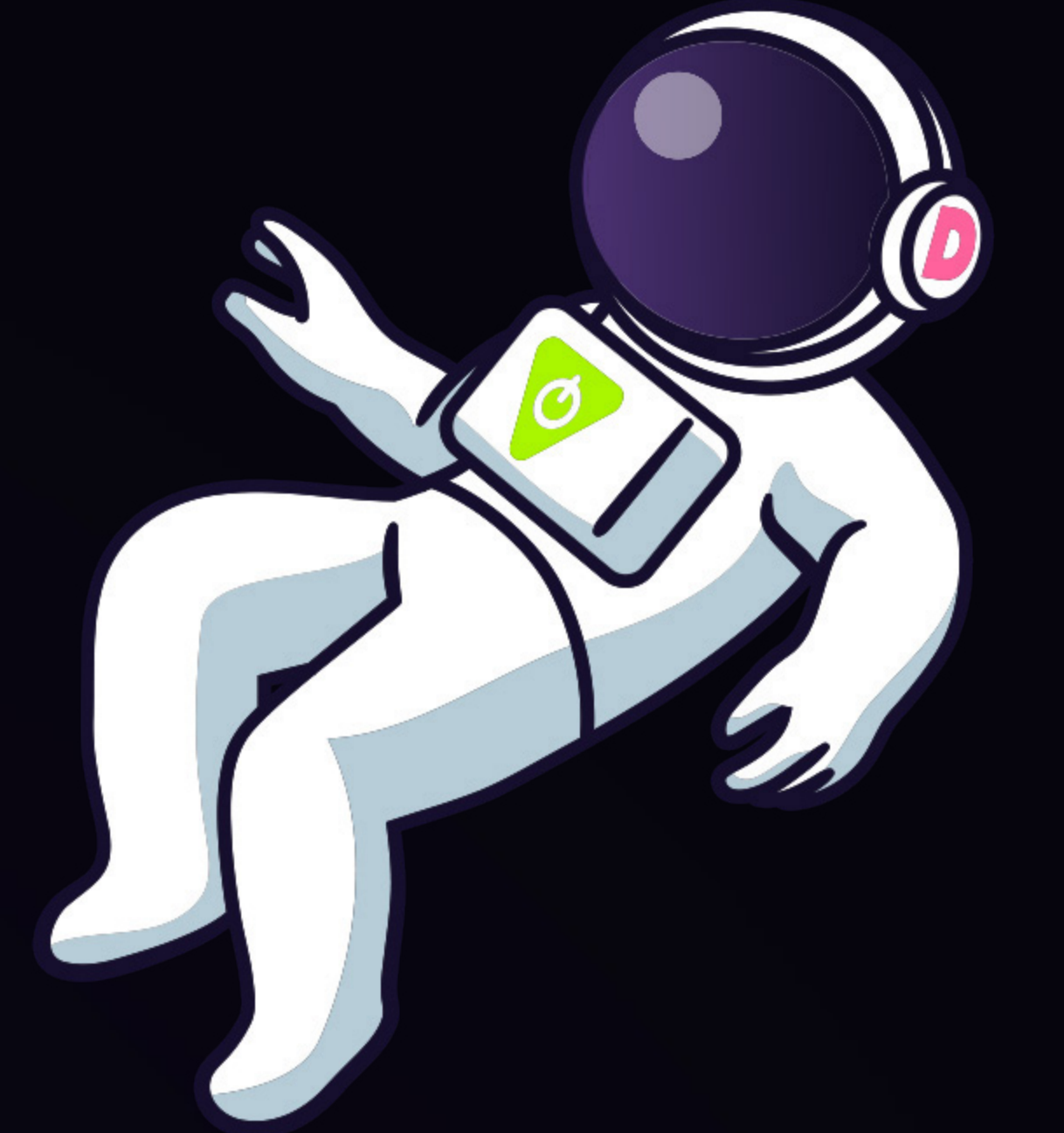
**6 Units - 36 Lessons**

YEAR  
**9**

### Preparing for GCSE

- ✓ Deeper programming skills
- ✓ Complex problem solving
- ✓ Algorithms and computational thinking

**6 Units - 36 Lessons**



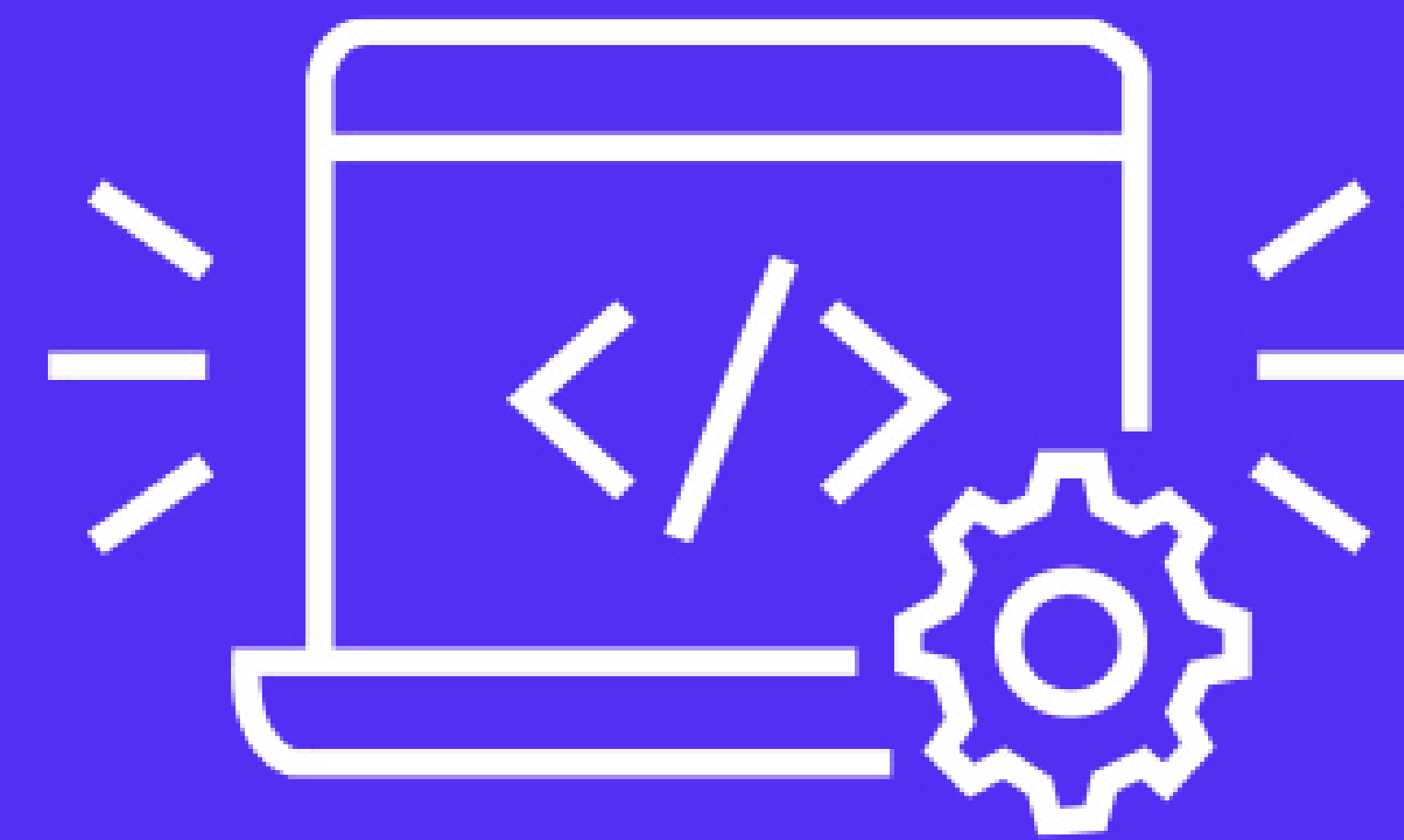
**Less slides.**  
**More doing.**  
**Better learning.**

Designed to **reduce workload** and **increase engagement**.



### ***Introduce***

Short, focused  
introductions.



### ***Learn by doing***

Hands-on activities that build  
understanding and confidence.



### ***Reflect through talk***

Brief, meaningful discussions  
to lock in learning.

No long slide decks - No unnecessary marking - No wasted lesson time

*Get your*  
**FREE**  
*prototype*  
*unit today.*





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CRAIGNDAVE.ORG

