|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **KS3 TIMETABLE 2012** | **SEPT - OCT** | **OCT - DEC** | **JAN - FEB** | **MAR- APRIL** | **MAY - JUNE** | **JUNE - JULY** |
| **YR** | **L1** | **L2** | **L3** | **L4** | **L5** | **L6** | **L1** | **L2** | **L3** | **L4** | **L5** | **L6** | **L1** | **L2** | **L3** | **L4** | **L5** | **L6** | **L1** | **L2** | **L3** | **L4** | **L5** | **L6** | **L1** | **L2** | **L3** | **L4** | **L5** | **L6** | **L1** | **L2** | **L3** | **L4** | **L5** | **L6** |
| **7** | Intro to system, Timetable | Basic word Processing skills | PowerPoint skills / traffic lights | Web Searching | BINARY | Intelligent Paper | How a computer works | PROGRAMMING theory | HEX to Binary | RoboMind L1 | RoboMind Lesson 2 | Robomind L3 | DATABASES Intro | DATABASES Queries | DATABASES Sherlock | DATABASES Trumps | DATABASES Trumps | DATABASES | SPREADSHEET Intro | SPREADSHEET rescue SAM | SPREADSHEET SMARTIES | SPREADSHEET Pulse rates | SPREADSHEETS | SPREADSHEETS | **E Safety** | **E Safety** | **E Safety** | **ES: Green Screen** | **E Safety** | **E Safety** | **DTP** | **DTP** | **DTP** | **DTP** | **DTP** | **DTP** |
| **8** | Control / Scratch | Control / Scratch | Control / Scratch | Control / Scratch | Control / Scratch | Control / Scratch | Websites L1 | Websites L1 | Websites L1 HTML | Websites L1 | Websites L1 Data Transfer | Websites L1 | XLS, Healty eating | XLS, Healty eating | Tuck shop | Tuck shop | Earth Quakes | Earth Quakes/Minecraft | Public Encryption | Cryptography | Cryptography | cryptography | Cryptography | Cryptography | JUST BASIC | JUST BASIC | JUST BASIC | JUST BASIC | JUST BASIC | PIXELS | Games Design | Photoshop | Photoshop | PS Book Cover | Theme Tunes | Theme Tunes |
| **9** | Global warming L1 |  | Global warming L1 |  | Fact or Opinion |  | Fact or Opinion |  | Fact or Opinion |  | social networks twitter |  | BUYING A HOUSE |  | BUYING A HOUSE |  | HTML |  | HTML |  | CS Algorithm |  | **Draw a straight line** |  | DB What’s in a name? |  | **QR CODES** |  | **PYTHON** |  | **PYTHON** |  | Multiply Intelligences |  | **Animation SERIF** |  |

DATA AND REPRESENTATION

COMPUTER SCIENCE

ENRICHMENT DAY: ANIMATION

COMMUNICATION

MODELLING

SOCIAL MORAL ETHIC

PROGRAMMING