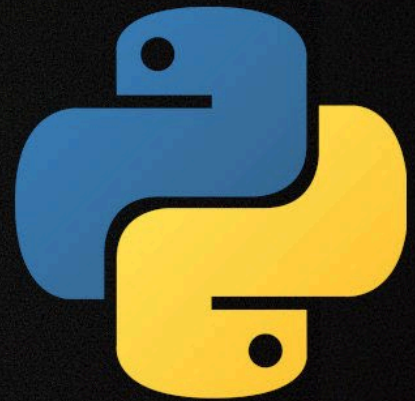


```

def request_seen(self, request):
    fp = self.request_fingerprint(request)
    if fp in self.fingerprints:
        return True
    self.fingerprints.add(fp)
    if self.file:
        self.file.write(fp + os.linesep)
    # fingerprint(self, request):

```



## KS3 Year 7 Programming Studies – Learning Programming Skills

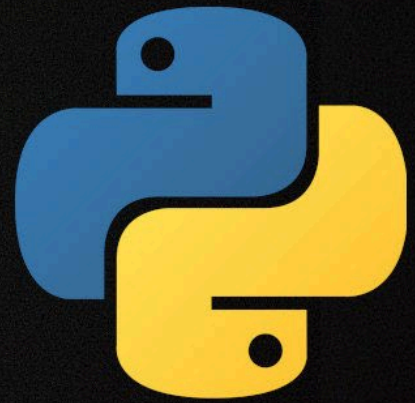
	Topic	Learning Aims
1	Google Classroom and Using Email	Learning how to use Google Classroom and the use of school email account.
2	Computer Components	Learning about the role of the main components found inside of a computer.
3	CPU & Memory	Learning about the characteristics of the CPU and the importance of memory.
4	Storage Devices	Learning about the different options for secondary storage.
5	System Software	Learning about the different types of system software and the role they play inside of a computer.
6	Network and the World Wide Web	Learning about the components needed to create a basic computer network and about the invention of the internet.
7	Network and the World Wide Web	Learning about the components needed to create a basic computer network and about the invention of the internet.
8	Programming Fundamentals	

		Learning how to use inputs, outputs and variables within Python programming.
9	<b>Chat Rooms and Grooming</b>	Learning about the risks of using chat rooms and the signs of grooming.

```

def request_seen(self, request):
    fp = self.request_fingerprint(request)
    if fp in self.fingerprints:
        return True
    self.fingerprints.add(fp)
    if self.file:
        self.file.write(fp + os.linesep)
    # fingerprint(self, request):

```



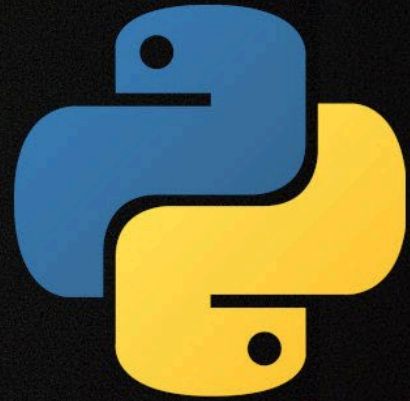
## KS3 Year 8 Programming Studies – Learning Programming Skills

	Topic	Learning Aims
1	<b>Computational Thinking</b>	Learning about the use of abstraction, decomposition and algorithmic thinking when programming.
2	<b>Flowcharts</b>	Learning how to read and create flowcharts.
3	<b>Boolean Logic</b>	Learning about the use of different Boolean operators within Python programs.
4	<b>Binary &amp; Units of Data</b>	Learning how to convert binary into denary and how to calculate units of data.
5	<b>Assignment and String Concatenation</b>	Learning about the use of assignment and string concatenation techniques within Python programs.
6	<b>IF Statements</b>	Learning about the use of IF statements within Python programs.
7	<b>Random Module</b>	Learning about the use of the Random Module function within Python programs.
8	<b>Captology</b>	Learning about persuasive techniques that companies use within apps and websites.

```

def request_seen(self, request):
    fp = self.request_fingerprint(request)
    if fp in self.fingerprints:
        return True
    self.fingerprints.add(fp)
    if self.file:
        self.file.write(fp + os.linesep)
    # fingerprint(self, request):

```



## KS3 Year 9 Programming Studies – Learning Programming Skills

	Topic	Learning Aims
1	Data Representation	Learning about how characters and images are represented in binary.
2	CPU Architecture	Learning about the different registers with the CPU.
3	Von Neumann Architecture	Learning about the structure of Von Neumann Architecture within the CPU.
4	Network Topologies	Learning how to evaluate different types of network topology, such as bus, star and mesh.
5	Pseudocode	Learning about the purpose of Pseudocode and how to write it.
6	Selection	Learning about the use of selection within a Python programming.
7	Nested Loops	Learning about different methods of looping within Python programming.
8	Sextortion	Learning about techniques used to trick people into sextortion. Also, how to get help and support if you become a victim of it.