

AUTUMN 1

7.1- Digital Literacy - A basic introduction to key Information Technology skills through using Microsoft Office tools. This includes attaching files and using Google classroom, writing a formal business letter in Word, use of interactivity in PowerPoint and basic formulas and graphs in Excel.

Prior Learning
Most students will have used tools such as word, power point and excel at KS2 but this will be a basic introduction for any students who have not had access to computers. Students will be introduced for the first time to email and google classroom.

AUTUMN 2

7.2- Web Awareness -Learners will learn how the Web works, how to be safe and responsible online, gain an understanding of ethical issues surrounding the use of the Web and also look at security risks and how they can be prevented. The scheme of work finishes with students creating their own basic web pages using a combination of HTML and CSS.

Prior Learning
This will be the first introduction to the safe uses of the internet and computers including health and safety. This will have been taught briefly to most students at KS2

SPRING 1

7.2- Web Awareness - Learners will learn how the Web works, how to be safe and responsible online, gain an understanding of ethical issues surrounding the use of the Web and also look at security risks and how they can be prevented. The scheme of work finishes with students creating their own basic web pages using a combination of HTML and CSS.

Prior Learning
This will be the first introduction to the use of text-based programming and editing HTML, CSS and Java script to create multimedia web pages.

SPRING 2

7.3- What are Computers? - Learners will gain an understanding of the key components that make up a computer system, including inputs and outputs and hardware. In addition they will be introduced to binary and how to convert between binary and denary numbers and will gain a basic understanding of computer networks and operating systems.

Prior Learning
This will give students a clear understanding of what computers are and how they work. Most students will not have covered this section before.

SUMMER 1

7.4- Control using Scratch - A basic introduction to game control through the use of the Scratch programme. This includes creating algorithms, learning to use the different functions in Scratch, using variables and different features to a given game.

Prior Learning
This will be the first introduction to flowcharts as an algorithm and the game Scratch. Many KS2 Schools will have used Scratch as a basic programming tool.

SUMMER 2

7.5 Grand Designs - Learners will plan and carry out a project while applying a variety of IT skills, such as 3D modelling, spreadsheet modelling and presentation skills. Learners will plan their project by using a Gantt chart, design a house using SketchUp, calculate the expenditures of the project using Excel then produce a presentation to explain why their house should be built.

Prior Learning
Learners will have had a basic introduction to using Google suite and MS Office suite, they will extend these skills and carry out a project while applying a variety of IT skills, such as 3D modelling, spreadsheet modelling and presentation skills.

CAREERS LINKS

Cyber security, ICT teacher, graphic designer, games developer, web programmer.

CHARACTER LINKS

Across the academic year, students are encouraged to develop respect for their own and peers' work (moral virtues), as well as confidence and perseverance to ascertain new skills (performance virtues).

KEY ASSESSMENT DATES

All students at KS3 complete an end of unit assessment for the topic being studied, assessing students' knowledge, skills and understanding. This is typically every 6 weeks across the academic year.