

Testing / Modelling:
Use various testing and modelling methods to develop your game/scenario.

I.C.T – Key Stage 3 Information Computing Technology

Introduce/design/create:
Intro to scratch/light bot/python programming.



Use 2 or more programming languages, at least one of which is textual, to solve a variety of computational problems.

Evaluate & Test:
Gain feedback throughout your project, and test your final product – have you met your brief?



Generate & Develop Design Ideas:
Develop your sketches and communicate ideas. Developing through DIRT.

Code controller

Theory computer science:
Input output process, internal components, Memory and storage, fetch execute, cloud services, internet (packets) Python challenge, networks.



Baseline Understanding Computers Assessment:
What have you learnt?



Specification & Brief:
Clarify the needs and wants of the project writing your own brief & specification.

Imedia Project

Baseline Understanding Computers Assessment:
What do you already know about CS?



Testing / Modelling:
Use various testing and modelling methods to develop your end product.



undertake creative projects that involve selecting, using, and combining multiple applications.

Understanding Computers

Understand how instructions are stored and executed within a computer system.

Create, reuse, revise and repurpose digital artefacts for a given audience, with attention to trustworthiness, design and usability.

Skill building



Understanding software:
Looking at advanced features of s/w.

Using software:
Using various scenarios we use email, DTP, website, email, research, database and internet.



Work in more depth on projects, honing your practical skills, improving your resilience & problem solving whilst developing independence in the ICT room.

YEAR 8

Evaluate:
What makes a game worth playing? How can you improve your skills DIRT.



Design/create:
Skill building Kodu. Create the game using Kodu.



Design/create:
Game design on paper.



Design/create:
Write pseudo code.

Design/create:
Focus your idea shows you know about – research looking for shows as inspiration.



Evaluate:
What makes websites/SS/PP/DTP look good? How can you improve your skills DIRT.



Design/create/use:
Hour of code certificate intro to programming.



Showtime PROJECT

Game Lab PROJECT

Baseline CS Assessment:
What have you learnt about CS?



Design/create:
Designing for end users, logo, phone design, PP,DTP.



understand a range of ways to use technology safely, respectfully, responsibly and securely, protecting online identity and privacy; recognise inappropriate content, contact and conduct.

Experience a wide range of fun and exciting projects that teach you valuable skills in the ICT room, understanding different Software and hardware.

PC BASICS

Uphones PROJECT

Internet Safety

All about me, intro to network/f older/shar ed area

Year 7

Theory computer science:
History computers, input output, internal components, binary, hardware, networks?



Evaluate:
What makes PP/DTP? How can you improve your skills DIRT?

Undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals.

Introduction computer room:
Health and Safety



Baseline CS Assessment:
What do you already know about CS?

Baseline Assessment:
What do you already know about ICT?