

I.C.T – Information Computing Technology

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

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

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

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

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

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.

Skill building

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

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

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.

PC BASICS

Uphones PROJECT

Internet Safety

All about me, intro to network/folder/shared area

Year 7

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

Theory computer science:
understand the hardware and software components that make up computer systems, and how they communicate with one another and with other systems.

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

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 Assessment:
What do you already know about ICT?

KS3