

KS3 IT Curriculum Plan 2020/21

Year Group	NC Ref:	Term 1	NC Ref:	Term 2	NC Ref:	Term 3
7	<p>Digital Literacy</p> <p>Computational Thinking –Systems architecture</p> <p>Tier 3 Literacy: Font Audience Transition Hyperlink</p>	<p>Digital Literacy- Basic hardware maintenance Google – Gmail, Docs & Classroom, email etiquette Word & Google Doc-processing software Presentation & Slides presentation software. Higher Ability Extension: DTP - Audience, purpose & usability. Using built in templates to create a leaflet.</p> <p>Assessment 1- Google, Docs & Word Skills</p> <p>Assessment 2 – Google Slides & Powerpoint Skills</p> <p>Covid change - HT1 change to teaching students to access home learning through Google: Gmail, Classrooms, Calendar, Meet. CAT testing. Introduction to IDEA home learning.</p>	<p>Use technology safely & securely</p> <p>Creative projects</p> <p>Create / Re-Create Digital Artefacts</p> <p>Tier 3 Literacy: animation Cyber Copyright Patent</p>	<p>E-Safety SRE Content, Think you know, Personal safety, making safe choices</p> <p>Assessment 3 - E-Safety</p> <p>Editing Moving Images Choosing an image - Legal aspects: Copyright, Design & Patents Act Video tools, text tools, animations, visual effects, music, exporting. Create / recreate music video & movie trailer.</p> <p>Assessment 4 - Movie Making Skills</p>	<p>Computational abstractions that model behaviour of real world problems</p> <p>Operations in binary</p> <p>Programming language to solve computational problems</p> <p>Tier 3 Literacy Format Function Conversion Binary</p>	<p>Spreadsheets Formula, functions, formatting, charts, filters, sort. Creating a spreadsheet model to solve problems.</p> <p>Assessment 5 - Spreadsheet Skills</p> <p>Binary Conversions between binary and decimal. Ascii text. Pictures: black & white.</p> <p>Assessment 6 - Binary Conversions</p>
	Coding Rotation	Scratch: Developing a range of apps using the Scratch block building programming platform, including an interactive quiz and a platform game. N/C Link Two or more programming languages, at least one of which is text based. N/C Link Algorithms, Computational thinking				
8	<p>Digital Literacy</p> <p>Create / Re-Create Digital Artefacts</p> <p>Creative Projects</p> <p>Computational Thinking - Systems architecture</p> <p>Tier 3 Literacy: Vector Bitmap Pixelate Topology Hardware</p>	<p>Illustrator to Create / Re-Create Digital Artefacts Difference between bitmap/ raster & vector. Skills in Adobe Illustrator: Creating shapes, creating new swatches, grouping, layering, blending layers, shape builder tool, text effects.</p> <p>Practical projects: Cityscape, Halloween image</p> <p>Assessment 1 - Cityscape Skills</p> <p>Network Topologies Hardware, software (input, output, storage), computer systems, add routers, hubs & switches. Network topologies, connection types, how & where used. (Use Illustrator to create topology network images)</p> <p>Assessment 2 - Understanding Network Topologies</p> <p>Covid change - HT1 change to teaching students to access home learning through Google: Gmail, Classrooms, Calendar, Meet. Introduction to IDEA & House of the code home learning.</p>	<p>Digital Literacy</p> <p>Create / Re-Create Digital Artefacts</p> <p>Creative Projects</p> <p>Use technology safely & securely</p> <p>Tier 3 Literacy Topology Network Legislation Extortion</p>	<p>Photoshop to Create / Re-Create Digital Artefacts Difference between bitmap/ raster & vector. Skills in Adobe Photoshop: Removing backgrounds, quick selection tool, magic wand, transform tools, adjustments layers, layer effects, masked layers. Include development log & assets table to support Y9 I Media progression</p> <p>Assessment 3 - Photoshop skills</p> <p>Cyber Security Laws: Recap Copyright. Add Computer Misuse Act. Threats to data. Network security, develop understanding of how organisations can secure essential data from theft, deletion and malicious editing. Board game key terms</p> <p>Assessment 4 - Using technology safely & securely</p>	<p>Computational abstractions that model behaviour of real world problems</p> <p>Creative projects that involve selecting, using & combining multiple applications, across a range of devices. Collecting & analysing data.</p> <p>Tier 3 Literacy: Validation Verification Database Editing</p>	<p>Data Handling (Database & build on Spreadsheet) Using, editing and developing databases. Data handling skills. Sorting records, searching, reporting, and converting data. Using a spreadsheet to model outcomes. Building on Y7 skills.</p> <p>Assessment 5 - Data Handling skills</p> <p>Multi Skills Project Create an E Safety poster for a year 6 audience using a mix of Illustrator and Photoshop skills</p>
	Coding Rotation	Python - Develop a range of algorithms the turtle module to solve a series of problems. Create a range of interactive apps using subroutines, iteration and selection. N/C Link Algorithms, Computational thinking, programming languages. N/C Link Use two or more programming languages				