Unit Provision: KS3 A Computer Science and ICT Curriculum Learning Journey 2021 – 2022

Term 1	Introduction to ICT	- Introduction to Computer Science - Introduction to Functional ICT - Animation - Can I move a picture? - Creating an animation
Term 2	Computer Science: Variables and games	- Variables in programming - Designing a game - Design to code - Improving a game
	Functional Skills: Spreadsheets	- Introduction to spreadsheets - Using cells - Applying formulas - Create a quiz using excel
Term 3	Computer Science: Web page creation	- What makes a good website? - Layout - Copywrite - Think before you link
	Functional Skills: Video editing	- Filming techniques - Story boards - Importing and editing video
Term 4	Computer Science: Vector drawing	- Drawing tools - Making effective drawings - Layers and objects - Manipulating objects - Create a vector drawing
	Functional Skills: Computer systems and networks	- Systems and networks - Transferring information - Shared working
Term 5	Computer Science: Photo editing	- Changing digital images - Changing the composition of images - Retouching images - Fake images
	Functional Skills: Systems, networks and communication	- How are search results ranked? - How are searches influenced? - How we communicate - Communicate responsibly
Term 6	Computer Science: Desktop publishing	- Words and pictures - Create a template - Layout - Why desktop publishing?

	Functional Skills: Repetition in games	- Using loops to create shapes - Modify a game - Animate your name - Design a game

Big Ideas:	**Individual Need:**
To gain skills and understandings of both Computer Science and Functional ICT. This program of study provides a creative and functional curriculum.	Students will access varying amounts of the big ideas content dependent on individual need