

Unit Provision ICT: 3C & 3B Curriculum Learning Journey 2022 – 2023

Term 1	Introduction to ICT Presenting information on computers, E-safety, Email	<ul style="list-style-type: none"> - ICT Programs - Folder Structure - Saves work in an appropriate place - Safety in the computer room: passwords, posture, room safety - Accepts rules of the setting - Names people they can trust and ask for help - Keeps personal information private - Basic typing skills
Term 2	Presentation Software: Word Processing	<ul style="list-style-type: none"> - Opens, edits, saves and retrieves documents - Adds or inserts letters, text and/or pictures to a template or document - Edits and formats images and text - Use/experiments with a range of tools/features available within Word. - Creates a range of simple documents using templates, e.g. menus, leaflet - Saves their document in a portable format, e.g. PDF
Term 3	Using the Internet/ Internet Safety	<ul style="list-style-type: none"> - Selects pages on the internet that they think are relevant - Uses a search engine with assistance - Points to some of the different types of content on the website - Gives examples of different types of content on websites, e.g. text, video, images - Identifies the key words they will use in a search - Moves from one page to another easily on a website - Suggests different forms information can be found in - Engages politely with others over the internet - Explains simply why they need to have a member of staff close by when on the internet - Gives examples of different ways to communicate online - Informs a member of staff when they use the internet - Finds relevant pages from their web search - Investigates different types of digital data on the internet, e.g. maps, encyclopaedia, weather - Gives examples of who they should and should not share personal information with - Identifies risks when using the internet - Gives examples of some sites they can trust - Skims and scans for information - Suggests why not all sources of information can be relied on - Questions some of the information found on websites - Identifies ways of avoiding situations they find difficult when online



		<ul style="list-style-type: none"> - Identifies ways to protect their online identity and privacy
Term 4	Photography and digital manipulation of images	<ul style="list-style-type: none"> - Uses a graphics program, e.g. to create a picture - Use cameras to take still and moving photos and decides if it is worth keeping. - Creates pictures using simple computer drawing package - Explores software to present information e.g. animation, sound, video - Records an activity using digital technology - Experiments with effects from multimedia packages
Term 5	Algorithms and Coding	<ul style="list-style-type: none"> - Interacts with a computer sequencing program - Explores the results of pressing a button on a robot - Suggests a simple linear algorithm - Recognises that computers need exact instructions - Writes a simple sequence of computer instructions to create an outcome - Predicts where a set of instructions will take a robot - Understands what an algorithm is, giving an example - Plans and enters a sequence of instructions forming an algorithm, e.g. specifying distance and turns - Understands that algorithms are implemented on digital devices as programs - Creates a simple algorithm with a loop - Explains how an algorithm works - Identifies problems that could occur with algorithms - Looks at algorithms of others and predicts outcomes - Plans using algorithms and programming sequence in order to achieve the desired outcome - Recognises why there is a need to test programs and algorithms - Explains the need for an efficient algorithm - Programs using algorithms as reference - Programs using algorithms to assist with more complex tasks - Writes a program which follows an algorithm and achieves a planned outcome - Evaluates the effectiveness of an algorithm - Understands several key algorithms that reflect computational thinking [for example, ones for sorting and searching]; use logical reasoning to compare the utility of alternative algorithms for the same problem
Term 6	Recording Sounds and Videos Using Editing Software	<ul style="list-style-type: none"> - Chooses to play or replay a video/audio recording - Creates/explores music and sounds using digital technology - Records music and or sounds to evaluate - Explores software to present information e.g. animation, sound, video - Records an activity using digital technology



Quality of Education

		- Experiments with effects from multimedia packages
--	--	---

<p><u>Big Ideas:</u></p> <p>Computer Science Information and Communication E-Safety</p>	<p><u>Individual Need:</u></p> <p>Students will access varying amounts of the big ideas content dependent on individual need</p>
--	---