

Unit Provision 3A: ICT Curriculum Learning Journey 2022 – 2023

Term 1	Introduction to ICT Presenting information on computers, Esafety, 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 (Shortcuts, Features)	<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 - Use different shortcuts and features within Word
Term 3	Using the Internet/ Internet Safety	<ul style="list-style-type: none"> - Use a search engine and selects pages on the internet that they think are relevant - Gives examples of different types of content on the website e.g. text, video, images - Investigates different types of digital data on the internet, e.g. maps, encyclopaedia, weather - To gain a greater understanding of the impact that sharing digital content can have - To know how to maintain secure passwords - To understand the advantages, disadvantages, permissions, and purposes of altering an image digitally and the reasons for this - To be aware of appropriate and inappropriate text, photographs and videos and the impact of sharing these online - To learn about how to reference sources in their work - To search the Internet with a consideration for the reliability of the results of sources to check validity and understand the impact of incorrect information - Ensuring reliability through using different methods of communication



Term 4	Coding- Algorithms and programming	<ul style="list-style-type: none"> - To review existing coding knowledge - To begin to be able to simplify code - To create a playable game - To understand what a simulation is - To program a simulation using 2Code - To know what decomposition and abstraction are in Computer Science - To take a real-life situation, decompose it and think about the level of abstraction - To use decomposition to plan a real-life situation - To understand how to use friction in code - To begin to understand what a function is and how functions work in code - To understand what the different variable types are and how they are used differently - To understand how to create a string - To begin to explore text variables when coding - To understand what concatenation is and how it works
Term 5	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 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 - Experiments with effects from multimedia packages

Big Ideas:

Computer Science
Information and Communication
E-Safety

Individual Need:

Students will access varying amounts of the big ideas content dependent on individual need