## SUBJECT: ICT/Computing

## Key Stage 3: Curriculum Intent (BRIEF):

2021- 2022	Year 7	Year 8	Year 9
Autumn	Topic: E-safety and Computer	Topic: E-Safety and Ethics	Topic: Websites and HTML
1	Security		
		Content covered, including knowledge	Content covered, including knowledge and
	Content covered, including	and skills:	<u>skills:</u>
	knowledge and skills:		
		<ul> <li>Social Media and E-Safety</li> </ul>	<ul> <li>Website Design</li> </ul>
	<ul> <li>Organising files</li> </ul>	<ul> <li>Digital Footprint</li> </ul>	- Accessibility
	<ul> <li>Preparing folders for each unit</li> </ul>	<ul> <li>Ethical and Cultural Issues</li> </ul>	- HTML Paragraphs
	being studied	<ul> <li>Environmental Issues</li> </ul>	- HTML Styles
	- E-Safety		- Using CSS
	<ul> <li>Staying safe online</li> </ul>	Links to prior learning:	<ul> <li>Hyperlinks and Images</li> </ul>
	<ul> <li>Social networking</li> </ul>		- Tables
	- Cyberbullying	- E-safety	- Navigation
	<ul> <li>Cloud Storage</li> </ul>		
	- Emails		Links to prior learning:
	- GDPR	Links to British Values and SMSC:	
			<ul> <li>Python Programming</li> </ul>
	Links to prior learning:	Considering the impacts explains basic	- Algorithms
		terminology about hardware and	
	- E-safety	software, the history of computers, the	Links to British Values and SMSC
		internet and cloud computing. Having a	
	Links to British Values and SMSC:	fascination of technological events and	The unit has a strong focus on accessibility of
		the influences it has. Developing social	websites to users who may have sight or hearing
		skills whilst interacting and collaborating	disabilities. Web Developers must ensure that all
		with others.	users are able to use a website. Students will

	Developing a sense of understanding		consider this while creating their own websites
	on the significance of staying safe	Career opportunities:	so that it meets the needs of all users. Students
	online.		may also wish to take this knowledge further
	Introduces pupils to the dangers of	- Programmer	and create their own websites for a business or
	social networking websites and	- Gamer	hobby.
	cyberbullying and the dangers to	- IT technician	
	their technology such as viruses,	- Teacher	Career opportunities:
	worms, and Trojans. They work in		
	groups which will allow them to build	Literacy: Key words and terminology:	- Programmer
	on a range of social skills and taking		- Web Developer
	into accounts the views of others.	- Cyberbullying	- Web Designer
		- Social media	- Entrepreneur
	Career opportunities:	- Technology	
		- GDP	Literacy: Key words and terminology:
	- Programmer	- Collaboration	
	- Gamer	- Influences	- Navigation
	- IT technician	- Awareness	- Webpage
	- Teacher	- Trolls	- HTML
		- Safety	- CSS
Autumn	Literacy: Key words and terminology	Topic: Spreadsheets	- Tag
2			- Attribute
	- E-safety	Content covered, including knowledge	- RGB/HSL/Hex Colour
	- Social awareness	and skills:	- Hyperlink
	- Emails		- Image
	<ul> <li>Cloud Storage</li> </ul>	<ul> <li>Entering and Formatting Data</li> </ul>	- Accessibility
	- GDPR	- Arithmetic Formulas	<ul> <li>Unordered/Ordered Lists</li> </ul>
		<ul> <li>Advanced Formulas</li> </ul>	
		- Charts and Graphs	

Links to prior learning:	
Previous knowledge using Excel including entering data and performing simple calculations.	
Links to British Values and SMSC:	
Spreadsheets are used extensively in Small and Medium-Sized Enterprises as well as larger corporations. Students will see multiple case studies associated with the work and apply knowledge of spreadsheets to the workings of different types of businesses.	
Career opportunities:	
<ul> <li>Data Analyst</li> <li>Accountant</li> <li>Economist</li> <li>Statistician</li> <li>Teacher</li> <li>Entrepreneur</li> </ul>	
Literacy: Key words and terminology:	
- Spreadsheet - Cell	

		<ul> <li>Formatting</li> <li>Formula</li> <li>Charts</li> </ul>	
Spring 1	Topic: How computers work	Topic: Algorithms	Topic: Data Representation
	Content covered, including	Content covered, including knowledge	Content covered, including knowledge and
	knowledge and skills:	and skills:	<u>skills:</u>
	- Inputs and outputs	- Creating Algorithms	- Hexadecimal
	- Components in a computer	- Search Algorithms	- Image Representation
	- Hardware	- Sorting Algorithms	- Sound Representation
	- Software	- Flowcharts	·
	- RAM		Links to prior learning:
	- CPU	Links to prior learning:	
	- User interfaces		- Binary and Data Representation
	- Binary	- How Computers Work	<ul> <li>Websites and HTML</li> </ul>
	<ul> <li>Operating systems</li> </ul>		
		Links to British Values and SMSC:	Links to British Values and SMSC:
	Links to prior learning:		
		Students will be taught about how	Students will be able to use mathematical skills
	Understanding the safety of	algorithms are something that we as	to represent numbers in different number
	computers and how they work	people do every day as we all follow sets	systems. Different number systems are used
		of instructions and rules in order to	around the world other than the UK's Base 10
	Career opportunities:	complete tasks. Students will know and	system.
	- Programming	carry out different search and sort	
	- IT engineer	algorithms and be able to create a	Career opportunities:
	- Gamer	flowchart which is used extensively in	
	- Teacher	programming.	- Programmer

Links to British Volues and SMSC	Caroor opportunition	<ul> <li>Hardware Engineer</li> <li>Software Designer</li> </ul>
Links to British Values and SMSC	Career opportunities:	0
Learning about how computers work	D	- Audio Technician
and how they are a useful resource in	- Programmer	- Photographer
today society. Using a range of social	- Hardware Engineer	
skills and considering the views of	- Software Designer	Literacy: Key words and terminology:
others.	- IT Technician	
	- UI Designer	- Hexadecimal
Literacy: Key words and terminology		- Decimal/Denary
- Memory	Literacy: Key words and terminology:	- Binary
<ul> <li>Graphics Card</li> </ul>		- Place Value
<ul> <li>Hard drive/SSD</li> </ul>	- Algorithm	- Base (2/10/16)
- Screen	- Abstraction	- Quotient
- Printer	- Decomposition	- Remainder
<ul> <li>Inputs and Outputs</li> </ul>	- Method	- Pixel
- CPU	- Linear Search	<ul> <li>Colour Depth/Bit Depth</li> </ul>
- RAM	- Binary Search	- Resolution
	- Bubble Sort	- DPI (Dots Per Inch)/PPI (Pixels Per Inch
	- Insertion Sort	- Monochrome
	- Merge Sort	- Palette
	- Flowchart	- Amplitude
	- Decision	- Frequency
	- Iteration	- Sample Rate
	- Process	- Hertz
		- Bit
		- Byte
		- Nibble

pring 2	Topic: Binary and Data	Topic: Networks	Topic: Ethics and Law in Computing
	Representation		
		Content covered, including knowledge	Content covered, including knowledge and
	Content covered, including	and skills:	<u>skills:</u>
	knowledge and skills:		
		<ul> <li>Wired and Wireless Connections</li> </ul>	- Ethical Issues
	- Understanding Binary	- The Internet	- Data Protection Act
	- Converting Binary to Decimal	- Cloud Computing	- Computer Misuse Act
	- Converting Decimal to Binary		- Copyright
	- ASCII Tables	Links to prior learning:	
			Links to prior learning:
	Links to prior learning:	- Computer Components	
		<ul> <li>Inputs and Outputs</li> </ul>	<ul> <li>E-Safety and Ethics</li> </ul>
	- Place Values (Hundred, Tens,	- Hardware	- Networks
	Units)	- Software	
	- Division		Links to British Values and SMSC:
	- Addition	Career opportunities:	
			Students will understand in more detail the
	Career opportunities:	<ul> <li>Network Manager</li> </ul>	ethical issues in Computing and its relation to
		- IT Technician	the law in the UK. Students will be aware of the
	- Programmer	- Hardware Engineer	Data Protection Act and how it is important to
	- Hardware Engineer	- Programmer	keep personal and sensitive information safe a
	- Software Designer	- Cyber Security Specialist	well as the Computer Misuse Act and its relation
	- IT Technician	- Cloud Infrastructure Specialist	to Cybercriminals. Students will also learn about
	- Network Manager		Copyright and how it is important to ensure the
		Links to British Values and SMSC:	things that they create are within the law.

<ul> <li>Students are able to use skills to think logically and be able to read tables of information and complete simple mental calculations.</li> </ul>	<ul> <li>Students are able to understand how the Internet works on a technical level understanding how data is transferred both wireless and wired networks.</li> </ul>	<ul> <li>Cybersecurity Expert</li> <li>Network Manager</li> <li>IT Technician</li> <li>HR Manager</li> <li>Data Administrator</li> </ul>
Literacy: Key words and terminology	Literacy: Key words and terminology	
		Literacy: Key words and terminology
<ul> <li>Binary</li> <li>Decimal/Denary</li> <li>Place Value</li> <li>Powers of 2</li> <li>Convert</li> <li>Machine Code</li> <li>ASCII</li> <li>Extended ASCII</li> <li>ASCII Table</li> <li>Unicode</li> </ul>	<ul> <li>Router</li> <li>Broadband</li> <li>Hub</li> <li>Switch</li> <li>Ethernet</li> <li>Wifi</li> <li>Mobile Data (3G/4G/5G)</li> <li>Internet</li> </ul>	<ul> <li>Ethics</li> <li>Privacy</li> <li>Personal</li> <li>Sensitive</li> <li>Confidential</li> <li>Data Protection Act</li> <li>Computer Misuse Act</li> <li>(White/Grey/Black) Hat Hacker</li> <li>Malware</li> <li>Copyright</li> <li>Fair Use</li> <li>Public Domain</li> </ul>

Summer 1 and 2	<b>Topic:</b> Raising awareness for charities	Topic: Python Programming	Topic: User Interfaces
	Content covered, including	Content covered, including knowledge	Content covered, including knowledge and
	knowledge and skills:	and skills:	skills:
	- Planning	- What is Programming	- What is a User Interface?
	<ul> <li>Preparing multimedia</li> </ul>	<ul> <li>Print and Input statements</li> </ul>	- Audience Needs
	- Storyboarding	- Arithmetic	- UI Design Principles
	- Creating presentations	- Data Types	- UI Efficiency
	- Testing and generating	- IfElse statements	
	feedback	- Loops	Links to prior learning
	- Evaluation	- Python Turtle	
			- Websites and HTML
	Links to prior learning:		
		Links to prior learning:	Links to British Values and SMSC
	- Decision making skills		
	- Functional skills on computer	- Link to prior work on How	Students will be able to learn how to recognise
	software	Computers Work as well as	different types of User Interface which is how
	- Presentational skills	Algorithms.	we are able to interact with computers. Students
	- Social interaction	<ul> <li>Primary School work with Scratch</li> </ul>	we are able to interact with computers, students will be given context to interfaces they may see
	- Effective communication	-	
	- Effective communication	leading into programming with	out and about like self service checkout points,
		Python.	ATMs and interfaces on their mobile devices.
			Students will also look at the needs of
	Links to British Values and SMSC:	Links to British Values and SMSC:	audiences, in terms of demographics and
			impairments that users may have.
	Promoting enjoyment and fascination	Students will be able to further	
	learning about how to successfully	understand how to create simple	Career opportunities:
	create a charity awareness pitch.	computer programs being able to think	
	Recognising the key skills that are	logically using their knowledge of	- Software Engineer
	needed when presenting ideas. Using	algorithms. Students will be able to think	- Web Designer

a range of social skills and considering	creatively when solving problems that are	<ul> <li>Graphic Designer</li> </ul>
the views of others.	given to them.	- UI Designer
		- IT Consultant
Career opportunities:	Career opportunities:	
		Literacy: Key words and terminology:
- Researcher	<ul> <li>Development projects</li> </ul>	
- Marketing	- Programmer	- User Interface
- Blogger	- IT Consultant	- Text Based User Interface
- Environmentalist	- Teacher	- Command Line
<ul> <li>Setting up your own business</li> </ul>	- Lecturer	- Graphical based User Interface (GU
	- Gamer	- Icon
Literacy: Key words and terminology:	- Software Engineer	- Window
		- Menu
- Pitching	Literacy: Key words and terminology:	- Demographic
- Evaluating	- Variable	- Target Audience
- Researching	- Modelling	- Success Criteria
- Animation	- Simulation	-
- Transition	- Model	
- Interactivity	- Variables	
- Storyboard	- Software	
- Evaluate	- Sequence	
- Communication	- Selection	
	- Iteration	
	- Loop	
	- Data Type	

