Curriculum Overview - ICT

Y7	
Topic 1	**Intro into school systems. How to save, access internet and search terms** In this unit students will learn how to access, save and operate the school system. They will learn the basics of file management.
Topic 2	**Digital media. What is a brand? How to develop this?** This unit is designed to build upon learners' experience in key stage 2. It requires learners to use a range of different skills across several pieces of software.
Topic 3	**Scratch Part 1** This unit is the first programming unit of KS3. The aim of this unit and the following unit ('programming 2') is to build learners' confidence and knowledge of the key programming constructs. Importantly, this unit does not assume any previous programming experience, but it does offer learners the opportunity to expand on their knowledge throughout the unit.
Topic 4	**Data use, Spread sheets.** The spreadsheet unit for Year 7 takes learners from having very little knowledge of spreadsheets to being able to confidently model data with a spreadsheet.
Topic 5	**Scratch Part 2** This unit begins right where 'Programming I' left off. Learners will build on their understanding of the control structures' sequence, selection, and iteration (the big three), and develop their problem-solving skills.
Topic 6	**Using media to gain support for a cause** During this unit, learners develop their understanding of information technology and digital literacy skills. They will use the skills learnt across the unit to create a blog post about a real-world cause that they would like to gain support for

Y8	
Topic 1	**Theme park Project** Theme Park Project – students will look at effective media publications and the requirements needed to produce professional documents to advertise a Theme Park. This will include layout, font, house style and audience and purpose. Create a logo: The Theme Parks need Year 8 to design and create a new logo for the business. Create a poster: A poster will also be needed to let everyone know about the Theme Park
Topic 2	**Theme park project** Theme Park Project – students will look at effective media publications and the requirements needed to produce professional documents to advertise a Theme Park. This will include layout, font, house style and audience and purpose. Create a logo: The Theme Parks need Year 8 to design and create a new logo for the business. Create a poster: A poster will also be needed to let everyone know about the Theme Park
Topic 3	**Media Vectors** This unit offers learners the opportunity to design graphics using vector graphic editing software.

Topic 4	**Layer of Computer systems**
	This unit takes learners on a tour through the different layers of computing systems: from programs and the operating system, to the physical components that store and execute these programs.
Topic 5	**Intro into CAD (tinker CAD)** In this unit pupils will develop the basics of how to use tinker CAD. They will learner how to place, layer and develop images that can be used in the real world.
Topic 6	**Blender** In this unit learners will discover how professionals create 3D animations using the industry-standard software package, Blender.

Y9	
Topic 1	**Idea** iDEA is a blended learning approach that aspires to be a digital and costs, revenues and profits with the aid of Excel. They will display data in various formats; understand absolute and relative cell references; and understand the difference between rules and variables.
Topic 2	**Media Vectors** This unit offers learners the opportunity to design graphics using vector graphic editing software.
Topic 3	**Layers of Computer systems** This unit takes learners on a tour through the different layers of computing systems: from programs and the operating system, to the physical components that store and execute these programs.
Topic 4	**Intro into CAD (tinker CAD)** In this unit pupils will develop the basics of how to use tinker CAD. They will learner how to place, layer and develop images that can be used in the real world.
Topic 5	**Coding on tinker CAD** Pupils will learn how code using tinker CAD, promoting STEM opportunities and how they can integrate the use of ICT into future careers.
Topic 6	**Cyber security** This unit takes the learners on an eye-opening journey of discovery about techniques used by cybercriminals to steal data, disrupt systems, and infiltrate networks.