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| **Topic** | Pivot | **Year** | 7 |
| **Term** | Term 1 | **Unit** | ICT |
| **Learning Objective** | **Link to National Curriculum** | **Links to KS4 Units** | **Career Link** |
| 1. Purpose of animation
2. Import
3. Export
4. Background
5. Still images
6. Good/bad features
7. File types
 | * undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users
 | Year 10ICTYear 11NEA**Links to KS2 N/C*** select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
 | * Software engineer
* Software developer
* Website developer
* IT technician/network manager
* Games developer
 |
| **Assessment Methods** |
| * End of year test
* End of unit test
* Homework
* AFL marking/feedback
* AFL worksheets
* Knowledge Organisers
* Knowledge Organiser Tests
* GCSEPod
* Teams assessment
 |
| **Topic** | e-Safety | **Year** | 7 |
| **Term** | Term 2 | **Unit** | ICT |
| **Learning Objective** | **Link to National Curriculum** | **Links to KS3 Units** | **Career Link** |
| 1. What is eSafety?
2. Importance of staying safe
3. DFE guidelines
4. Persuasive design
5. Hoax websites
6. Risks & solutions
7. Digital divide
8. Social engineering
9. Grooming
10. Online relationships
 | * understand a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy; recognise inappropriate content, contact and conduct, and know how to report concern
 | Year 10/11ICT - LO4CS - System security, system software **Links to KS2 N/C*** use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact
 | * Software engineer
* Software developer
* Website developer
* IT technician/network manager
* Games developer
 |
| **Assessment Methods** |
| * End of year test
* End of unit test
* Homework
* AFL marking/feedback
* AFL worksheets
* Knowledge Organisers
* Knowledge Organiser Tests
* GCSEPod
* Teams assessment
 |
| **Topic** | Spreadsheet | **Year** | 7 |
| **Term** | Term 3 | **Unit** | ICT |
| **Learning Objective** | **Link to National Curriculum** | **Links to KS3 Units** | **Career Link** |
| 1. What is a spreadsheet?
2. BIDMAS
3. Addition
4. SUM/COUNT
5. Formulas
6. Conditional formatting
7. Add/subtract
8. Cells
9. Sheets
10. Import
 | * undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users
 | Year 10/11ICT – LO5/6/7/8CS - Algorithms, logic, Boolean **Links to KS2 N/C*** use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
* use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
 | * Software engineer
* Software developer
* Website developer
* IT technician/network manager
* Games developer
 |
| **Assessment Methods** |
| * End of year test
* End of unit test
* Homework
* AFL marking/feedback
* AFL worksheets
* Knowledge Organisers
* Knowledge Organiser Tests
* GCSEPod
* Teams assessment
 |
| **Topic** | Systems Architecture | **Year** | 7 |
| **Term** | Term 4 | **Unit** | CS |
| **Learning Objective** | **Link to National Curriculum** | **Links to KS4 Units** | **Career Link** |
| 1. Input & output devices
2. RAM & ROM
3. Storage
4. Computer hardware
5. Components
6. Building a computer
7. Software
8. SSD / HDD
9. Von Neumann architecture
10. ALU/CPU/MAR/MDR
 | * understand the hardware and software components that make up computer systems, and how they communicate with one another and with other systems
 | Year 10/11ICT – LO6CS – Systems architecture, system software, memory, storage**Links to KS2 N/C*** understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration
 | * Software engineer
* Software developer
* Website developer
* IT technician/network manager
* Games developer
 |
| **Assessment Methods** |
| * End of year test
* End of unit test
* Homework
* AFL marking/feedback
* AFL worksheets
* Knowledge Organisers
* Knowledge Organiser Tests
* GCSEPod
* Teams assessment
 |
| **Topic** | Algorithms & Python | **Year** | 7 |
| **Term** | Term 5 | **Unit** | CS |
| **Learning Objective** | **Link to National Curriculum** | **Links to KS4 Units** | **Career Link** |
| 1. BIDMAS
2. Addition
3. String
4. Int
5. Concatenation
6. Function
7. Procedures
8. IF statements
9. Iteration/selection/sequence
10. Read/write
 | * understand 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
* use 2 or more programming languages, at least one of which is textual, to solve a variety of computational problems; make appropriate use of data structures [for example, lists, tables or arrays]; design and develop modular programs that use procedures or functions
 | Year 10/11ICT – LO5/6/7CS – NEA programming, programming techniques, algorithms **Links to KS2 N/C*** design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
* use sequence, selection, and repetition in programs; work with variables and various forms of input and output
* use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
 | * Software engineer
* Software developer
* Website developer
* IT technician/network manager
* Games developer
 |
| **Assessment Methods** |
| * End of year test
* End of unit test
* Homework
* AFL marking/feedback
* AFL worksheets
* Knowledge Organisers
* Knowledge Organiser Tests
* GCSEPod
* Teams assessment
 |
| **Topic** | Microbits | **Year** | 7 |
| **Term** | Term 6 | **Unit** | CS |
| **Learning Objective** | **Link to National Curriculum** | **Links to KS4 Units** | **Career Link** |
| 1. Blocks
2. Interface
3. Strings
4. Addition
5. String
6. Int
7. Concatenation
8. Function
9. Procedures
10. IF statements
11. Iteration/selection/sequence
 | * understand 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
* use 2 or more programming languages, at least one of which is textual, to solve a variety of computational problems; make appropriate use of data structures [for example, lists, tables or arrays]; design and develop modular programs that use procedures or functions
 | Year 10/11ICT – LO5/6/7CS – NEA programming, programming techniques, algorithms, Boolean, binary**Links to KS2 N/C*** design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
* use sequence, selection, and repetition in programs; work with variables and various forms of input and output
* use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
 | * Software engineer
* Software developer
* Website developer
* IT technician/network manager
* Games developer
 |
| **Assessment Methods** |
| * End of year test
* End of unit test
* Homework
* AFL marking/feedback
* AFL worksheets
* Knowledge Organisers
* Knowledge Organiser Tests
* GCSEPod
* Teams assessment
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| **Topic** | Scratch | **Year** | 8 |
| **Term** | Term 1 | **Unit** | CS |
| **Learning Objective** | **Link to National Curriculum** | **Links to KS4 Units** | **Career Link** |
| 1. Blocks
2. Interface
3. Strings
4. Addition
5. String
6. Int
7. Concatenation
8. Function
9. Procedures
10. IF statements
11. Iteration/selection/sequence
 | * understand 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
* use 2 or more programming languages, at least one of which is textual, to solve a variety of computational problems; make appropriate use of data structures [for example, lists, tables or arrays]; design and develop modular programs that use procedures or functions
 | Year 10/11ICT – LO5/6/7CS – NEA programming, programming techniques, algorithms, Boolean, binary**Links to KS2 N/C*** design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
* use sequence, selection, and repetition in programs; work with variables and various forms of input and output
* use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
 | * Software engineer
* Software developer
* Website developer
* IT technician/network manager
* Games developer
 |
| **Assessment Methods** |
| * End of year test
* End of unit test
* Homework
* AFL marking/feedback
* AFL worksheets
* Knowledge Organisers
* Knowledge Organiser Tests
* GCSEPod
* Teams assessment
 |
| **Topic** | Databases & SQL | **Year** | 8 |
| **Term** | Term 2 | **Unit** | ICT |
| **Learning Objective** | **Link to National Curriculum** | **Links to KS3 Units** | **Career Link** |
| 1. What is a database?
2. Relationships
3. Queries
4. Comparisons
5. Logical operations
6. Reports
7. Forms
8. Advantages and disadvantages
9. Legislations
 | 1. undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users
2. create, reuse, revise and repurpose digital artefacts for a given audience, with attention to trustworthiness, design and usability
 | Year 10/11ICT - LO4/5/6/7CS – SQL injection, robust programs **Links to KS2 N/C*** use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
 | * Software engineer
* Software developer
* Website developer
* IT technician/network manager
* Games developer
 |
| **Assessment Methods** |
| * End of year test
* End of unit test
* Homework
* AFL marking/feedback
* AFL worksheets
* Knowledge Organisers
* Knowledge Organiser Tests
* GCSEPod
* Teams assessment
 |
| **Topic** | HML/Websites | **Year** | 8 |
| **Term** | Term 3 | **Unit** | CS |
| **Learning Objective** | **Link to National Curriculum** | **Links to KS3 Units** | **Career Link** |
| 1. What is HTML?
2. Importance of programming
3. Cascading
4. Padding
5. Notepad
6. Headings
7. Paragraphs
8. CSS
9. Syntax
10. Debugging
 | * understand 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
* use 2 or more programming languages, at least one of which is textual, to solve a variety of computational problems; make appropriate use of data structures [for example, lists, tables or arrays]; design and develop modular programs that use procedures or functions
 | Year 10/11ICT – LO6/7CS – NEA, algorithms, logic, Boolean, programming techniques **Links to KS2 N/C*** design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
* use sequence, selection, and repetition in programs; work with variables and various forms of input and output
* use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
 | * Software engineer
* Software developer
* Website developer
* IT technician/network manager
* Games developer
 |
| **Assessment Methods** |
| * End of year test
* End of unit test
* Homework
* AFL marking/feedback
* AFL worksheets
* Knowledge Organisers
* Knowledge Organiser Tests
* GCSEPod
* Teams assessment
 |
| **Topic** | MoviePlus | **Year** | 8 |
| **Term** | Term 4 | **Unit** | ICT |
| **Learning Objective** | **Link to National Curriculum** | **Links to KS4 Units** | **Career Link** |
| 1. Analysing movies
2. Good features
3. Improvements
4. Animations
5. Videos
6. Images
7. Effects
8. CGI
 | * understand the hardware and software components that make up computer systems, and how they communicate with one another and with other systems
* undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users
 | Year 10/11ICT – LO1CS – Storage**Links to KS2 N/C*** use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
* select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
 | * Software engineer
* Software developer
* Website developer
* IT technician/network manager
* Games developer
 |
| **Assessment Methods** |
| * End of year test
* End of unit test
* Homework
* AFL marking/feedback
* AFL worksheets
* Knowledge Organisers
* Knowledge Organiser Tests
* GCSEPod
* Teams assessment
 |
| **Topic** | Networks | **Year** | 8 |
| **Term** | Term 5 | **Unit** | CS |
| **Learning Objective** | **Link to National Curriculum** | **Links to KS4 Units** | **Career Link** |
| 1. WAN
2. LAN
3. Networks
4. NIC
5. MAC
6. DNS
7. Protocols
8. ISP
9. Router
 | * understand the hardware and software components that make up computer systems, and how they communicate with one another and with other systems
 | Year 10/11ICT – LO8CS – Wired networks **Links to KS2 N/C*** understand computer networks, including the internet; how they can provide multiple services, such as the world Wide Web, and the opportunities they offer for communication and collaboration
* use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
* select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
 | * Software engineer
* Software developer
* Website developer
* IT technician/network manager
* Games developer
 |
| **Assessment Methods** |
| * End of year test
* End of unit test
* Homework
* AFL marking/feedback
* AFL worksheets
* Knowledge Organisers
* Knowledge Organiser Tests
* GCSEPod
* Teams assessment
 |
| **Topic** | Technology | **Year** | 8 |
| **Term** | Term 6 | **Unit** | CS/ICT |
| **Learning Objective** | **Link to National Curriculum** | **Links to KS4 Units** | **Career Link** |
| 1. Technological developments
2. Internet
3. Influential computer scientists
4. WWW
5. Robotics
6. AI
 | * create, reuse, revise and repurpose digital artefacts for a given audience, with attention to trustworthiness, design and usability
* understand a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy; recognise inappropriate content, contact and conduct, and know how to report concerns
 | Year 10/11ICT – LO5/6/7/8CS – Programming techniques, algorithms**Links to KS2 N/C*** understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration
* select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
 | * Software engineer
* Software developer
* Website developer
* IT technician/network manager
* Games developer
 |
| **Assessment Methods** |
| * End of year test
* End of unit test
* Homework
* AFL marking/feedback
* AFL worksheets
* Knowledge Organisers
* Knowledge Organiser Tests
* GCSEPod
* Teams assessment
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| **Topic** | LO1 | **Year** | 9 |
| **Term** | Term 1 | **Unit** | Cambridge Nationals - J808 |
| **Learning Objective** | **Link to National Curriculum** | **Links to KS3 Units** | **Career Link** |
| 1. Project Life Cycle
	1. Initiation
	2. Planning
2. Execution
3. Evaluation
4. The interaction and iteration between the phases of the project life cycle i.e.
	1. iterative reviews occur throughout the project life cycle at the end of every phase
	2. the output from the reviews are the inputs into the next phase or they inform actions to be implemented within the current phase
5. Initial project considerations
	1. SMART (Specific, Measurable, Achievable, Realistic, Time) goals
 | * design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems
 | Year 7e-SafetySpreadsheetsYear 8TechnologyDatabases & SQL**Links to KS2 N/C**1. use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
2. Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
 | * Software engineer
* Software developer
* Website developer
* IT technician/network manager
* Games developer
 |
| **Assessment Methods** |
| * End of year test
* End of unit test
* Homework
* AFL marking/feedback
* AFL worksheets
* Knowledge Organisers
* Knowledge Organiser Tests
* GCSEPod
* Teams assessment
* 1-A-Day
 |
| **Links to KS5** |
| * AS / A Level Computer Science
* Cambridge Technicals Level 1 & 2
* Digital iMedia
 |
| **Topic** | LO2 | **Year** | 9 |
| **Term** | Term 2 | **Unit** | Cambridge Nationals - J808 |
| **Learning Objective** | **Link to National Curriculum** | **Links to KS3 Units** | **Career Link** |
| 1. How to initiate a project by analysing the

requirements to a given context i.e. * 1. key word analysis (e.g. select the important aspects of the brief)
1. How to mitigate risks through the planning process
2. Creating planning documentation using appropriate technology and planning tools
3. Iterative testing
4. Test Plan
 | * design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems
 | Year 7e-SafetySpreadsheetsYear 8TechnologyDatabases & SQL**Links to KS2 N/C*** use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
* select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
 | * Software engineer
* Software developer
* Website developer
* IT technician/network manager
* Games developer
 |
| **Assessment Methods** |
| * End of year test
* End of unit test
* Homework
* AFL marking/feedback
* AFL worksheets
* Knowledge Organisers
* Knowledge Organiser Tests
* GCSEPod
* Teams assessment
* 1-A-Day
 |
| **Links to KS5** |
| * AS / A Level Computer Science
* Cambridge Technicals Level 1 & 2
* Digital iMedia
 |
| **Topic** | LO3 | **Year** | 9 |
| **Term** | Term 3 | **Unit** | Cambridge Nationals - J808 |
| **Learning Objective** | **Link to National Curriculum** | **Links to KS3 Units** | **Career Link** |
| 1. What is data?
2. Data types and appropriateness of the use of these in a given context i.e.

a. text b. alphanumeric (e.g. combination of letters and numbers) c. numeric – integer, real, currency, percentage, fraction, decimal d. date/time e. limited choice (e.g. drop down lists, radio buttons, tick list) f. objectg. logical/Boolean (e.g. yes/no true/false) 3. Collect and store data4. Legislation | * design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems
 | Year 7e-SafetySpreadsheetsYear 8TechnologyDatabases & SQL**Links to KS2 N/C*** use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
* select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
 | * Software engineer
* Software developer
* Website developer
* IT technician/network manager
* Games developer
 |
| **Assessment Methods** |
| * End of year test
* End of unit test
* Homework
* AFL marking/feedback
* AFL worksheets
* Knowledge Organisers
* Knowledge Organiser Tests
* GCSEPod
* Teams assessment
* 1-A-Day
 |
| **Links to KS5** |
| * AS / A Level Computer Science
* Cambridge Technicals Level 1 & 2
* Digital iMedia
 |
| **Topic** | LO4 | **Year** | 9 |
| **Term** | Term 4 | **Unit** | Cambridge Nationals - J808 |
| **Learning Objective** | **Link to National Curriculum** | **Links to KS3 Units** | **Career Link** |
| 1. Threats
2. Hacking
3. DOS
4. Pharming
5. The impacts of a cyber-security attack i.e.a. denial of service (DoS) to authorised others b. identify theftc. data destructiond. data manipulatione. data modificationf. data theft
6. Prevention measures
7. Legislation
 | * design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems
 | Year 7e-SafetySpreadsheetsYear 8TechnologyDatabases & SQL**Links to KS2 N/C*** use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
* select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
 | * Software engineer
* Software developer
* Website developer
* IT technician/network manager
* Games developer
 |
| **Assessment Methods** |
| * End of year test
* End of unit test
* Homework
* AFL marking/feedback
* AFL worksheets
* Knowledge Organisers
* Knowledge Organiser Tests
* GCSEPod
* Teams assessment
* 1-A-Day
 |
| **Links to KS5** |
| * AS / A Level Computer Science
* Cambridge Technicals Level 1 & 2
* Digital iMedia
 |
| **Topic** | LO5 | **Year** | 9 |
| **Term** | Term 5 | **Unit** | Cambridge Nationals - J808 |
| **Learning Objective** | **Link to National Curriculum** | **Links to KS3 Units** | **Career Link** |
| Spreadsheet software 1. Functions i.e.
	1. arithmetic and rounding - SUMPRODUCT, ROUNDUP, ROUNDOWN, ROUND
	2. decision making and error-trapping - IF, IFERROR
	3. lookup - VLOOKUP, INDEX, INDIRECT, MATCH
	4. joining/splitting and presenting text - CONCATENATE/CONCAT, TEXTJOIN, LEFT, RIGHT, UPPER, PROPER
	5. date/time - DATE, NOW
	6. counting and adding cells that meet certain criteria - COUNTIF, SUMIF, SUBTOTAL
2. Database
3. Data validation
4. Design and create reports
 | * design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems
 | Year 7e-SafetySpreadsheetsYear 8TechnologyDatabases & SQL**Links to KS2 N/C*** use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
* select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
 | * Software engineer
* Software developer
* Website developer
* IT technician/network manager
* Games developer
 |
| **Assessment Methods** |
| * End of year test
* End of unit test
* Homework
* AFL marking/feedback
* AFL worksheets
* Knowledge Organisers
* Knowledge Organiser Tests
* GCSEPod
* Teams assessment
* 1-A-Day
 |
| **Links to KS5** |
| * AS / A Level Computer Science
* Cambridge Technicals Level 1 & 2
* Digital iMedia
 |
| **Topic** | LO6 | **Year** | 9 |
| **Term** | Term 6 | **Unit** | Cambridge Nationals - J808 |
| **Learning Objective** | **Link to National Curriculum** | **Links to KS3 Units** | **Career Link** |
| Selection and justification of the appropriate software tools and techniques to process data to meet the defined objectives in a given context i.e. 1. Tools i.e.a. spreadsheet b. databases Presenting Information | * design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems
 | Year 7e-SafetySpreadsheetsYear 8TechnologyDatabases & SQL**Links to KS2 N/C*** use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
* select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
 | * Software engineer
* Software developer
* Website developer
* IT technician/network manager
* Games developer
 |
| **Assessment Methods** |
| * End of year test
* End of unit test
* Homework
* AFL marking/feedback
* AFL worksheets
* Knowledge Organisers
* Knowledge Organiser Tests
* GCSEPod
* Teams assessment
* 1-A-Day
 |
| **Links to KS5** |
| * AS / A Level Computer Science
* Cambridge Technicals Level 1 & 2
* Digital iMedia
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| **Topic** | LO7 | **Year** | 10 |
| **Term** | Term 1 | **Unit** | Cambridge Nationals - J808 |
| **Learning Objective** | **Link to National Curriculum** | **Links to KS3 Units** | **Career Link** |
| How to present information using appropriate software tools and techniques i.e. 1. Word processing/desktop publishing (DTP) i.e. a. convert table to text and text to tableb. use referencing tools i.e.

i. footnotes ii. endnotes iii. captions c. create tables of contents and indexes d. advanced mail merge - linking from external data sources (e.g. databases/spreadsheets) e. use of macros for automation of tasks (e.g. navigation) Presenting techniquesWeb technologies | * design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems
 | Year 7e-SafetySpreadsheetsYear 8TechnologyDatabases & SQL**Links to KS2 N/C**1. Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
2. Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
 | * Software engineer
* Software developer
* Website developer
* IT technician/network Manager
* Games developer
 |
| **Assessment Methods** |
| * End of year test
* End of unit test
* Homework
* AFL marking/feedback
* AFL worksheets
* Knowledge Organisers
* Knowledge Organiser Tests
* GCSEPod
* Teams assessment
* 1-A-Day
 |
| **Links to KS5** |
| * AS / A Level Computer Science
* Cambridge Technicals Level 1 & 2
* Digital iMedia
 |
| **Topic** | LO8 | **Year** | 10 |
| **Term** | Term 2 | **Unit** | Cambridge Nationals - J808 |
| **Learning Objective** | **Link to National Curriculum** | **Links to KS3 Units** | **Career Link** |
| How to carry out and document an iterative review i.e. phase review, reviewing the following aspects at each phase of the project life cycle, considering: a. if on track/on schedule b. any issue(s) arising (e.g. technical, security, legal, usability) c. any questionnaire/survey(s) from user/audience d. resolutions to issuese. adaptions to original plan final evaluation i.e.a. measure success against criteria/objectives b. review deviations from original plans c. project delivery on schedule d. effect of processes and resources on delivering solution e. maintainability  | * design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems
 | Year 7e-SafetySpreadsheetsYear 8TechnologyDatabases & SQL**Links to KS2 N/C*** use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
* select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
 | * Software engineer
* Software developer
* Website developer
* IT technician/network manager
* Games developer
 |
| **Assessment Methods** |
| * End of year test
* End of unit test
* Homework
* AFL marking/feedback
* AFL worksheets
* Knowledge Organisers
* Knowledge Organiser Tests
* GCSEPod
* Teams assessment
* 1-A-Day
 |
| **Links to KS5** |
| * AS / A Level Computer Science
* Cambridge Technicals Level 1 & 2
* Digital iMedia
 |
| **Topic** | LO3 | **Year** | 10 |
| **Term** | Term 3 | **Unit** | Cambridge Nationals - J808 |
| **Learning Objective** | **Link to National Curriculum** | **Links to KS3 Units** | **Career Link** |
| Analyse the brief1a The use of tools and techniques to initiate/plan 1b The use of tools and techniques to import and manipulate data 1c The use of tools and techniques to select and present integrated information  | * design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems
 | Year 7e-SafetySpreadsheetsYear 8TechnologyDatabases & SQL**Links to KS2 N/C*** use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
* select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
 | * Software engineer
* Software developer
* Website developer
* IT technician/network manager
* Games developer
 |
| **Assessment Methods** |
| * End of year test
* End of unit test
* Homework
* AFL marking/feedback
* AFL worksheets
* Knowledge Organisers
* Knowledge Organiser Tests
* GCSEPod
* Teams assessment
* 1-A-Day
 |
| **Links to KS5** |
| * AS / A Level Computer Science
* Cambridge Technicals Level 1 & 2
* Digital iMedia
 |
| **Topic** | LO4 | **Year** | 10 |
| **Term** | Term 4 | **Unit** | Cambridge Nationals - J808 |
| **Learning Objective** | **Link to National Curriculum** | **Links to KS3 Units** | **Career Link** |
| 2a Analysis of brief and planning approach 2b Importing and manipulating data 2c Selecting and presenting information 3a The iterative review and final evaluation  | * design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems
 | Year 7e-SafetySpreadsheetsYear 8TechnologyDatabases & SQL**Links to KS2 N/C*** use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
* select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
 | * Software engineer
* Software developer
* Website developer
* IT technician/network manager
* Games developer
 |
| **Assessment Methods** |
| * End of year test
* End of unit test
* Homework
* AFL marking/feedback
* AFL worksheets
* Knowledge Organisers
* Knowledge Organiser Tests
* GCSEPod
* Teams assessment
* 1-A-Day
 |
| **Links to KS5** |
| * AS / A Level Computer Science
* Cambridge Technicals Level 1 & 2
* Digital iMedia
 |
| **Topic** | LO5 | **Year** | 10 |
| **Term** | Term 5 | **Unit** | Cambridge Nationals - J808 |
| **Learning Objective** | **Link to National Curriculum** | **Links to KS3 Units** | **Career Link** |
| Revision and preparation for examLO1 – LO2 (Refer to Y9 Implementation) | * design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems
 | Year 7e-SafetySpreadsheetsYear 8TechnologyDatabases & SQL**Links to KS2 N/C*** use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
* select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
 | * Software engineer
* Software developer
* Website developer
* IT technician/network manager
* Games developer
 |
| **Assessment Methods** |
| * End of year test
* End of unit test
* Homework
* AFL marking/feedback
* AFL worksheets
* Knowledge Organisers
* Knowledge Organiser Tests
* GCSEPod
* Teams assessment
* 1-A-Day
 |
| **Links to KS5** |
| * AS / A Level Computer Science
* Cambridge Technicals Level 1 & 2
* Digital iMedia
 |
| **Topic** | LO6 | **Year** | 10 |
| **Term** | Term 6 | **Unit** | Cambridge Nationals - J808 |
| **Learning Objective** | **Link to National Curriculum** | **Links to KS3 Units** | **Career Link** |
| Revision and preparation for examLO3 – LO4 (Refer to Y9 Implementation) | * design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems
 | Year 7e-SafetySpreadsheetsYear 8TechnologyDatabases & SQL**Links to KS2 N/C*** use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
* select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
 | * Software engineer
* Software developer
* Website developer
* IT technician/network manager
* Games developer
 |
| **Assessment Methods** |
| * End of year test
* End of unit test
* Homework
* AFL marking/feedback
* AFL worksheets
* Knowledge Organisers
* Knowledge Organiser Tests
* GCSEPod
* Teams assessment
* 1-A-Day
 |
| **Links to KS5** |
| * AS / A Level Computer Science
* Cambridge Technicals Level 1 & 2
* Digital iMedia
 |