

Year 7	I.T. & Computing
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Subject Title	I.T. & Computing
Setting information	n/a
Time allowed	2 lessons per fortnight
Homework information	30-40 minutes per fortnight Content revision, research, practical programming projects

Term	Topics	Skills	Assessment
1	<u>Introduction to Computing, IT and Sheldon Systems- Creating Perfect Presentations</u>	Creating and Editing documents, creating folders and organising work. Cloud Storage, MS Teams, Office 365 and homework	‘All About Me’ project
2			
3	<u>Understanding computers</u> - Discover how computers work	Basic principles of computer architecture and use of binary. Input and output - the Input-Process-Output sequence and the Fetch-Decode-Execute cycle through practical activities. Binary to decimal conversion and vice versa, and learn how text characters are represented using the ASCII code. How storage devices store or represent data using binary patterns. A final lesson covers the history and development of communication and technology, and some of its applications.	End of Unit multiple choice test
4			

5	<u>Animation and</u>	Practical unit, learning about how to create a sequence of instructions to animate a story on screen.	Coding Quiz
6	<u>Sequencing</u> Using Scratch	Covers programming topics such as: sequence, Selection, iteration, and general control.	

Year 8	I.T. & Computing
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Subject Title	I.T. & Computing
Setting information	n/a
Time allowed	2 lessons per fortnight
Homework information	30-40 minutes per fortnight Content revision, research, practical programming projects

Term	Topics	Skills	Assessment
1	<u>Using computers safely, effectively and responsibly</u>	E-safety (cyber-bullying, phishing etc.), and online profiles to give pupils a better understanding and awareness of using social media. The functionality and operation of email and search engines and how to use them effectively are covered.	Multiple choice test
2			
3	<u>Computer crime and cyber security</u>	This unit covers some of the legal safeguards regarding computer use, including overviews of the Computer Misuse Act, Data Protection Act and Copyright Law and their implications for computer use. Assessment for this unit is by means of a multiple choice test.	Multiple choice test
4			
5	Introduction to Programming in Python	Computational Thinking Program Design Variables Conditional statements Creating basic games, and GUIs	Programming Test
6			

Year 9

I.T. & Computing

Subject Title	I.T. & Computing
Setting information	n/a
Time allowed	2 lessons per fortnight
Homework information	30-40 minutes per fortnight Content revision, research, practical programming projects

Term	Topics	Skills	Assessment
1	<u>HTML and website Development</u>	The basics of HTML and CSS, how to create a responsive design which adapts to any size of screen for viewing on. They will learn how to create text styles and add content, including text and graphics, in a specified position on a page, as well as navigation links to other pages on their website and to external websites.	Portfolio assessment
2			
3	<u>Python: Next steps</u>	Loops, procedures, functions	Programming exam
4			
5	<u>Great Populations China &amp; India</u>	Consolidation topic – review of KS3 learning – with links to all topics and skills learnt previously	Extended writing
6			News report

