

1.

SUBJECT: ICT					
END GOAL		What qualification does this lead to at KS4?			Exam board hyperlink:
KS3 to develop computer/ICT skills		KS4 – BTEC Digital Information Technology			Edexcel - BTEC
KS4 to develop computer/ICT skills		KS5 – Level 3 BTEC Digital information Technology			
LONG TERM PLAN	Number of lessons	Acquired knowledge (previous understanding) Previous skills New skills	Acquired Skills (new skills)	AP Assessment – What have they learnt and remembered?	Extra- curricular links: School values CEIAG Trips Links to local context Working across subjects
Year 7 Term 1	1 per week	Online safety Computer Skills Passwords and network Navigation Digital Literacy Online safety Excel 1 Digital Literacy	Passwords logging in & out Cut, copy paste Folder structures Filenames Email School network Spreadsheet structure Basic formulae Graphs	Students will be tested at the end of each unit of the work they have completed for that unit, any gaps in learning will be identified and bespoke intervention will be created for students to close the gaps. At the end of the term a test will be completed covering all aspects of work covered during	Resilience built. Think/ pair/share with modelling. Links learning for life and personal development This is being taught first to obtain the basic understanding of using a computer, including key board skills and become proficient in the use of Microsoft packages to assist when needed in other subjects

			<p>Formatting Application of skills</p>	<p>the term. This result will be used for PR data.</p>	<p>Projects are being designed to allow year 7 students to work on a project, for the last week of term, to develop their skills.</p>
Year 7 Term 2	1 per week	<p>Online Safety</p> <p>National Curriculum</p> <p>Word and PowerPoint 1</p> <p>Digital Literacy</p>	<p>Online abuse Phishing Sexting Gaming Online predators Prevention strategies</p> <p>Word: Formatting skills OLE link to excel Find/replace skills</p> <p>PowerPoint: Slide Master Formatting skills Rules of presentation Use of images, animations and transitions</p>	<p>Students will be tested at the end of each unit of the work they have completed for that unit, any gaps in learning will be identified and bespoke intervention will be created for students to close the gaps.</p> <p>At the end of the term a test will be completed covering all aspects of work covered during the term. This result will be used for PR data.</p>	<p>Resilience built. Think/ pair/share with modelling. Links learning for life and personal development</p> <p>This is being taught first to obtain the basic understanding of using a computer, including key board skills and become proficient in the use of Microsoft packages to assist when needed in other subjects</p> <p>Projects are being designed to allow year 7 students to work on a project, for the last week of term, to develop their skills.</p>
Year 7 Term 3	1 per week	<p>Scratch problem solving</p> <p>National Curriculum</p> <p>Kodu</p> <p>National Curriculum</p>	<p>Develop logical solutions to problems Develop understanding of algorithms Refine scratch code to be efficient Use selection in scratch code Identify variables in scratch code</p> <p>Develop visual programming concepts</p>	<p>Students will be tested at the end of each unit of the work they have completed for that unit, any gaps in learning will be identified and bespoke intervention will be created for students to close the gaps.</p> <p>At the end of the term a test will be completed covering all aspects of work covered during the term. This result will be used for PR data.</p>	<p>Resilience built. Think/ pair/share with modelling. Links learning for life and personal development</p> <p>This is being taught first to obtain the basic understanding of using a computer, including key board skills and become proficient in the use of Microsoft packages to assist when needed in other subjects</p> <p>Projects are being designed to allow year 7 students to work on a project, for the last week of term, to develop their skills.</p>

			Understand a when do sequence Develop a simple programme Test and evaluation of programme		
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