



Y7 ICT Overview



TOPICS

| | Week 1 | Week 2 | Week 3 | Week 4 | Week 5 | Week 6 | Week 7 | Week 8 | Week 9 | Week 10 | Week 11 | Week 12 |
|--------|---|--------|--|--------|---|--|---|---|--------|---------|------------------------------|-------------------------------------|
| TERM 1 | Sparks reader/WB Forms/Sparks Maths/Bedrock. Logging into the school system. | | Unit 1 – School IT Systems. Logging onto the School System. Fundamental IT skills. | | Unit 1 – Continue Fundamental IT skills: Hardware and Software | Unit 1 - Research Skills and Assessments: Reliable source of information . | Unit 1- IT Skills Assessment | Unit 2 – Digital Dangers Movie. Focusing on E-Safety. | | | | Unit 2 – Digital Dangers Assessment |
| TERM 2 | Unit 3 – Introduction to Scratch. Planning and creating a game for an end user. | | | | | Unit 3 - Scratch Assessment | Unit 4 – Graphics (Inkscape). Vector and Bitmap Graphics. Icon Challenges. Practice Projects. | | | | Unit 4 - Graphics Assessment | |
| TERM 3 | Unit 5 – Spreadsheets Basics formulas/functions and charts. | | | | | Unit 5 - Spreadsheet Assessment | Unit 6 – Animation. History of animation. Experiencing different types of animation software, tools and features. | | | | Unit 6- Animation Assessment | |



Y8 ICT Overview



TOPICS

| | Week 1 | Week 2 | Week 3 | Week 4 | Week 5 | Week 6 | Week 7 | Week 8 | Week 9 | Week 10 | Week 11 | Week 12 |
|--------|--|--------|--------|--------|--------|-----------------------------------|--|--------|--------|---------|---------|--------------------------------|
| TERM 1 | Unit 1 – Graphics Bitmap and Vector. (pupils have never used photoshop) | | | | | Unit 1- Graphic Skills Assessment | Unit 2 – Binary Logic. Logic gates, Binary to Denary Vice versa. How Binary images are stored. How characters are stored. | | | | | Unit 2 – Binary Assessment |
| TERM 2 | Unit 3 – Website and Responsible user. Creating a GUI website linking to Environment, ethics, digital divide and the future of IT, including AI. | | | | | Unit 3- website Assessment | Unit 4 – Algorithms. Knowing what Algorithms are. Being able to decompose algorithms. Being able to create real world example flow charts. Sorting algorithms. | | | | | Unit 4 - Algorithms Assessment |
| TERM 3 | Unit 5 – Python, sequence and selection. Creating a quiz. | | | | | Unit 5 - Python Assessment | Unit 6 – How to create a mobile app, exploring features and tools. | | | | | Unit 6- Mobile App Assessment |



Y9 ICT Overview



TOPICS

Week 1

Week 2

Week 3

Week 4

Week 5

Week 6

Week 7

Week 8

Week 9

Week 10

Week 11

Week 12

TERM 1

Unit 1 – Hardware and Software. Looking inside a PC. Creating a Movie about the different components of a PC.

Unit 1- PC Components Assessment

Unit 2 – Using Python to explore the different constructs of programming. (Sequence, selection and iteration)

Unit 2 – Python Assessment

TERM 2

Unit 3 – Understanding the world of gaming, using GDeveloper. Designing, developing and evaluating.

Unit 3- Game Development Assessment

Unit 4 – Bitmap/Vector graphics and animation. (Continuation from year 8 Photoshop) Pupils will use Adobe Illustrator.

Unit 4 - Graphics Assessment

TERM 3

Unit 5 – Understanding the world of cyber security. (Malware/Social Engineering/ Hacking and mitigation).

Unit 5- Cyber Security Assessment

Unit 6 – Information Kiosk, Linking to iMedia. Creating a festival kiosk using different types of media. (Website/PPT)

Unit 6- Kiosk Project Assessment