

Subject: ICT

Year	Content of the Curriculum	Additional Resources to aid Learning e.g. web links, guided reading
7	<p>Keyhero: Touch typing</p> <p>Microsoft Office: Students learn to use Word, PowerPoint and Publisher. Formatting, adding images, text and layout for different types of documents.</p> <p>E-Safety & online netiquette: Students learn all aspects of being safe online and the dangers of using social media and how to stay safe. They look at online scams and viruses. Students learn about the consequences of cyberbullying and how to report concerns.</p> <p>Minecraft Education & Makecode: Students learn about creating a 3D world and programming using Makecode. Allows the students to be creative and develop critical thinking and problem solving skills. Students learn about coordinates, variables, conditionals and functions.</p> <p>History of computing: Students are taught the history of computers. They then learn how a computer works looking at topics such as how a processor works, the main components of a computer and what part they play. They look at the different type of storage devices. Students study the different ways and applications in which modern technology is used.</p> <p>Python: Students will learn how to program using Python, using syntax, strings, variables, conditions, functions and loops.</p> <p>Topic project: Students are given a current topic and they will work independently to research, plan, create and evaluate a product from the given brief using the skills they have learnt this year.</p>	<p>Keyhero http://start.keyhero.com</p> <p>Edmodo: https://www.edmodo.com/</p> <p>Teach- ICT for resources: http://www.teach-ict.com/videohome.htm</p> <p>Coding resources: https://code.org/student</p> <p>Minecraft education: https://education.minecraft.net/</p> <p>Python: https://www.codecademy.com/learn/learn-python</p>
8	<p>Keyhero: Touch typing</p> <p>Microsoft Office: Students learn to use Word, PowerPoint and Publisher. Formatting, adding images, text and layout for different types of documents.</p> <p>HTML and Web design: Students learn how to create web pages using HTML and how to change the appearance of a website using CSS. Students are to then plan,</p>	<p>Keyhero http://start.keyhero.com</p> <p>Edmodo: https://www.edmodo.com/</p> <p>Teach- ICT for resources: http://www.teach-ict.com/videohome.htm</p> <p>Coding resources:</p>

	<p>design, create a website of their own using Dreamweaver.</p> <p>Databases and spreadsheets: Students are taught the concepts of databases and spreadsheets for storing information. They will look at the different data types. They will set up a table, identifying correct data types. They will design and create data entry forms to enter data entry forms and add relevant colour scheme and buttons. Students will also learn to import their spreadsheet into their database. Creating graphics to display data.</p> <p>MovieMaker: Students learn how to create a movie, cutting and editing scenes. They will also learn to add and edit sound imbedding it into their movie.</p> <p>How the internet works: Students will learn how the internet works, looking at the different types of connections and networks.</p> <p>Topic project: Students are given a current topic and they will work independently to research, plan, create and evaluate a product from the given brief using the skills they have learnt this year.</p>	<p>https://code.org/student</p>
<p>9</p>	<p>Keyhero: Touch typing</p> <p>Microsoft Office: Students learn to use Word, PowerPoint and Publisher. Formatting, adding images, text and layout for different types of documents.</p> <p>Animation: Students will learn about the different types of animation. Using Flash students will learn how to use sprites, add keyframes, to create a digital animation. They will research, plan, create and evaluate an animation for a given scenario.</p> <p>Hardware and Software of a computer: Students will learn about the different parts of a computer such as the CPU, RAM, ROM, what they look like and their purpose. Students will also learn how computers use binary code.</p> <p>Image editing: Students will learn about the different types of graphics, how to manipulate graphics using photoshop and Fireworks.</p> <p>Topic project: Students are given a current topic and they will work independently to research, plan, create and evaluate a product from the given brief using the skills learnt this year.</p>	<p>Keyhero http://start.keyhero.com</p> <p>Edmodo: https://www.edmodo.com/</p> <p>Teach- ICT for resources: http://www.teach-ict.com/videohome.htm</p> <p>Coding resources: https://code.org/student</p>

<p>10</p>	<p>OCR Cambridge National in Creative IMedia</p> <p>Unit R082: Creating Digital Graphics (25%) Students will learn where and why digital graphics are used and what techniques are involved in their creation. This unit will develop students understanding of the client brief, time frames, deadlines and preparation techniques as part of the planning and creation process.</p> <p>Unit R087: Creating Interactive Multimedia products (25%) This unit will enable students to understand the basics of interactive multimedia products for the creative and digital media sector. They will learn where and why interactive multimedia is used and what features are needed for a given purpose. It will enable them to interpret a client brief, and to use time frames, deadlines and preparation techniques as part of the planning and creation process when creating an interactive multimedia product.</p>	<p>Exam Board Specification: https://www.ocr.org.uk/qualifications/cambridge-nationals/creative-imedia-level-1-2-award-certificate-j807-j817/</p> <p>Keyhero http://start.keyhero.com</p> <p>Edmodo: https://www.edmodo.com/</p> <p>Teach- ICT for resources: http://www.teach-ict.com/videohome.htm</p> <p>Coding resources: https://code.org/student</p>
<p>11</p>	<p>Unit R086: Creating a Digital Animation (25%) This unit enables students to understand the basics of digital animation for the creative and digital media sector. Students will be able to plan a digital animation to a client brief, use animation software to create the animation and be able to store, export and review the final product.</p> <p>Unit R081: Pre-production skills (External Exam – 25%) On completion of this unit, students will understand the purpose and uses of a range of pre-production techniques. They will be able to plan pre-production of a creative digital media product to a client brief, and will understand how to review pre-production documents.</p>	