KS4 ICT Curriculum Overview 2017			
	Year 10 ICT	Year 11 ICT	
Term 1	This course is yet to be decided. We are awaiting the next draft of the DfE progress 8	OCR Cambridge Nationals ICT	
		R003	
		Introduction to Spreadsheet task. Practice skills needed for the board set task.	
		R002	
		Continue with Understanding Computer Systems	
		This is the mandatory unit and a foundation for other units that will be studied. This unit will give a solid base to develop knowledge and understanding of computer systems	
Term 2		OCR Cambridge Nationals ICT	
		R003	
		Handling data using Spreadsheets	
Term 3		This is the final optional unit, pupils will be expected to follow the OCR board set task to create a working system that fulfils the criteria.	
Term 4		They can solve the task in any way they see fit, this can be guided by but not taught by the Teacher.	
Term 5		OCR Cambridge Nationals ICT	
		R001	
		Past papers and preparation for the scenarios in the exam.	
Term 6		STUDY LEAVE	

KS3 ICT Curriculum Overview 2017				
	Year 7	Year 8	Year 9	
	Organisation	Organising for the Web	Organising Business	
Term 1	This unit gives pupils an intro- duction to using the school network and includes aspects of folders and files, and graphics, e-safety is included within the unit.	Student consider working safely with cloud computing services before collaboratively planning their tour itinerary using an online platform.	More challenging graphic skills are developed this year using colour schemes, rubber stamp tools and lasso tools to produce a banner for their new business.	
	Communication	Digital media	Python Profits	
Term 2	They will develop basic and advanced communication techniques through independent development of a professional presentation suitable for a specific audience and purpose.	This unit looks into the world of digital media including exciting opportunities to design and produce high quality graphics and professional quality audio clips.	In this unit, students are introduced to the concepts of algorithms (pseudocode and flowcharts), variables, simple mathematics, sequencing, selection and iteration.	
Term 3	Development	Visualisation	Website Coding	
	This unit leads pupils through the development of a standalone maze game including keyboard sprite control, following algorithms, flowcharts, coordinates and documentation.	Visualisation In this unit they move into the modern, trendy world of the 'infographic' by analysing existing graphics and creating their own for a concert	In this unit, continued development of a complete, functioning static website using inline and external style sheets, hyperlinks, images and colour schemes	
	Modelling		Advanced Data	
Term 4	The unit develops an under- standing of the basic con- cepts of modelling by includ- ing cell referencing, spread- sheet basics, and the com- parison of spreadsheets with manual models.	Web programming In this unit, students will learn how to recognise and combine elements of simple webpages into a fully func- tional, high quality web pages	Data encoding is the next focus - students learn about binary representation including the necessary skills required to encode and decode information and perform simple binary arithmetic.	
		Networks and the Web	Smartphone Apps	
Term 5	Exploring Data Students perform real data collection and enter details into the live database.	Students learn about networks and use a model to work out the cost of networking a real computer system and produce a network diagram in a desktop publishing package to communicate their findings.	Students investigate online security risks, data protection and develop an advanced user interface similar to one on modern operating systems. Students will work with Small Basic.	
	Micro:bits	Python	Theory	
Term 6	Using Micro:Bits to learn about coding; abstraction and various languages	Using Code Academy to introduce pupils to Python. Preparation for GCSE / Control bridge Nationals course		