

Key Stage 3

Subject: ICT



Year Group: 7

Course Summary

E-safety / Scratch (computing) / Harry Plotter spreadsheets / Searching the web / Project work.

At the start of Year 7 students are taken through an induction procedure covering logging on to the network and the learning platform, acceptable use of the Internet, email and general conduct regarding the use of ICT.

Students go to learn about different aspects of computing which include: how to stay safe online, how to program using Scratch software, how to search the web effectively. They will also learn how to use spreadsheet software to format cells, enter rules and formulas and test models.

Autumn Term
1. Baseline test to see level of knowledge in ICT
2. E-Safety - looking at all aspect of being safe online
3. E-Safety - cyberbullying
4. E-Safety - grooming
5. E-Safety test to check understanding
Spring Term
1. Scratch finished game - looking at understanding of the software
2. Harry Plotter spreadsheets looking at formulas
3. Harry Plotter spreadsheets looking at formatting
4. Harry Plotter spreadsheets looking at multiple worksheets
5. Spreadsheets assessment averaged out with final scratch game
Summer Term
1. Searching the web looking at how we use the web with URL and web browsers
2. Searching the web looking at domain names and security
3. Searching the web looking at reliable sites
4. Leaflet created holding all information about URL search engines and web browsers
5. PowerPoint using skills learnt about reliable sites

Key Stage 3

Subject: ICT



Year Group: 8

Course Summary

E-safety / Databases / Online World / Algorithms (computing) / Branching stories (computing) / Project work.

During the autumn term in Year 8, students build on their skills and understanding from earlier years starting with a recap on the importance of using the internet safely and how ICT has an impact on society. They then look at databases and search for information.

Students complete a project called Online World, which looks at the reliability of the internet and how it works. Then they create and design their own website. The programming unit looks at algorithms and code for different scenarios.

Autumn Term
1. E-Safety recap form last year seeing how much they have remembered
2. E-Safety - Social network and benefits and drawbacks
3. Databases- Murder most horrid criminal database
4. Databases- formatting , queries and reports
5. Databases Assessment looking at understanding
Spring Term
1. Online world looking at websites and comparing them
2. Online world - using HTML code to create a basic website
3. Algorithms - flow charts show solutions to problems
4. Algorithms - understanding the use of an algorithm within code
5. Algorithms assessment
Summer Term
1. Branching stories – creating a story
2. Branching stories - PowerPoint with choices
3. Branching stories - use software to link each part of the story
4. Branching stories - use software to link each part of the story
5. Assessment on final work of branching stories

Key Stage 3

Subject: ICT



Year Group: 9

Course Summary

E-safety / Cryptography (computing) / Under the hood (computing) / Python (computing) / Theme park project.

In Year 9, students build on their skills and understanding from previous years as well as building new skills in programming languages and computer science.

In the first term students study E-safety and Cryptography. Later in the year they will learn how to code using Python programming. Students will investigate inside a computer and complete a project.

Autumn Term
1. E-Safety - recapping on knowledge of e-safety
2. Cryptography - encryption and ciphers
3. Cryptography - data Matrix code
4. Cryptography - DRM
5. Cryptography test
Spring Term
1. Under the hood - history of the computer
2. Under the hood - Raspberry Pi
3. Under the hood - what makes a computer
4. Under the hood - software and hardware
5. Under the hood test to show understanding
Summer Term
1. Python code - algorithms
2. Python code - string and maths calculations
3. Python code - variables
4. Python code - loops within code
5. Level of ability in programing code