



ICT Curriculum Overview 2021 – 2022

Department Name:	ICT
Head of Department:	Mr T Smith
Subject Teachers:	Mr T Smith Mrs Edwards Mr T Spoerry Mr Ealaj Miss Ryder
Accommodation and Resources:	ICT has three ICT suites. Each ICT suite is equipped with 30 computers per room and all have access to the latest office packages as well as Adobe Package, Movie Maker, Audacity, Sketchup, FLOWOL and Lightworks.
What will students learn in each year?	
Year 7	Term 1: E-Safety Learning about the dangers of the internet and social media.
	Term 2: E-Safety Learning about the dangers of the internet and social media.
	Term 3: Understanding Computers Learning about computers and how they work.
	Term 4: Understanding Computers Learning how to convert binary to decimals and to be able to state why all data is represented in binary in a computer.
	Term 5: Spreadsheets Learn how to apply Data Validation, Conditional Formatting and Macros to a spreadsheet.
	Term 6: Office Learning how to use a range of Office tools in Microsoft Word and Microsoft PowerPoint.
Year 8	Term 1: Computer Crime Students learn about the dangers of different malware and the impact of loss data.

	<p>Term 2: Flowol Allows students of all ages to develop logical reasoning and problem solving talents, develop programming skills and explore the world of automatic, autonomous systems and robots.</p>
	<p>Term 3: Business Students will learn about different types of businesses, enterprise skills, different types of business costs and the 4p's.</p>
	<p>Term 4: Business Students will learn about different types of businesses, enterprise skills, different types of business costs and the 4p's.</p>
	<p>Term 5: Digital Graphics Students will learn a range of Photoshop skills so they can manipulate different images to meet different requirements.</p>
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Year 9	<p>Term 1 Modern Technologies & Cyber Security Students will learn about online methods to communicate, collaborate as well as the security issues of working online as well as the different security methods that can be followed to reduce the potential threats.</p> <p>Photo Editing Software Students will learn how to edit and manipulate images using a wide range of advance tools. The software focus will be Photoshop</p>
	<p>Term 2 Implication of Digital Systems Students will learn about the ethical and moral uses of data, being stored online and its uses. Additionally, technological issues such as environmental issues and Data Protection will be covered.</p> <p>Photo Editing Software Students will learn how to edit and manipulate images using a wide range of advance tools. The software focus will be Photoshop</p>
	<p>Term 3 Implication of Digital Systems Students will learn about the ethical and moral uses of data, being stored online and its uses. Additionally, technological issues such as environmental issues and Data Protection will be covered.</p> <p>Students will learn about the different types of Network Topologies and how they work. Some key fundamental networking concepts will be covered.</p> <p>Flash Animation Students will have an introduction to flash animation:</p> <ul style="list-style-type: none"> • Frame-By-Frame Animation. Frame-by-frame animation is the way cartoons have been animated ...



	<ul style="list-style-type: none"> • Motion Tween. Motion tweens transport a still object across a scene. In Flash, an object is animated ... <p>Online Communication Methods</p> <ul style="list-style-type: none"> • Students will learn about the different forms of online communication methods that organisations now use from Social Media to Email. • Shape Tween. A shape tween changes the shape of an object over a series of frames.
	<p>Term 4:</p> <p>Online Communication Methods Students will learn about the different forms of online communication methods that organisations now use from Social Media to Email.</p> <p>Interactive Multimedia Products Students will be introduced to IMP's, how they work and will start to examine some basic skills that they would require when making an IMP.</p>
	<p>Term 5</p> <p>Cyber Security Students will be introduced to the methods criminal use to hack systems and how organisation can implement a wide range of techniques to improve security systems.</p> <p>Adobe Illustrator Students will be introduced to Adobe Illustrator, learning how to create and edit images for given purposes. Introduction to a range of tools will be covered.</p>
	<p>Term 6:</p> <p>Computing Fundamentals and Students are introduced to the core concepts of computational thinking, programming and computer systems through unplugged activities and learning with the BBC micro:bit.</p> <p>Adobe Illustrator Students will be introduced to Adobe Illustrator, learning how to create and edit images for given purposes. Introduction to a range of tools will be covered.</p>
Year 10	<p>Term 1:</p> <p>R081 – Pre-production skills Students will understand the purpose and uses of a range of preproduction 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>
	<p>Term 2:</p> <p>R081 – Pre-production skills Students will understand the purpose and uses of a range of preproduction 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>
	<p>Term 3:</p> <p>R082 Creating Digital Graphics Students learn the basics of digital graphics editing for the creative and digital media sector. They will learn where and why digital graphics are used and what techniques are involved in their creation. This unit will develop learners' understanding of the client brief, time frames, deadlines and preparation techniques as part of the planning and creation process.</p>



	<p>Term 4:</p> <p>R082 Creating Digital Graphics</p> <p>Students learn the basics of digital graphics editing for the creative and digital media sector. They will learn where and why digital graphics are used and what techniques are involved in their creation. This unit will develop learners' understanding of the client brief, time frames, deadlines and preparation techniques as part of the planning and creation process.</p>
	<p>Term 5:</p> <p>R081 – Pre-production skills</p> <p>Students will understand the purpose and uses of a range of preproduction 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>
	<p>Term 6:</p> <p>R083 Creating 2D and 3D Digital Characters</p> <p>Students establish a thorough understanding of when and where 2D and 3D digital characters are used and will be able to describes a range of 2D and 3D digital characters and details a range of software, including some complex types, that can be used to create them</p>
Year 11	<p>Term 1:</p> <p>R085 Website Development and R087 Interactive Multimedia Product</p> <p>Students are learning about website development and Interactive Multimedia products. Students will complete research, produce planning documents, prepare assets and create final websites and IMP as well as evaluating their final products.</p>
	<p>Term 2:</p> <p>R081 – Pre-production skills</p> <p>Students will understand the purpose and uses of a range of preproduction 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>
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	<p>Term 5:</p> <p>R081 – Pre-production skills</p> <p>Students will understand the purpose and uses of a range of preproduction 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>
Year 12	<p>Exam Board: OCR</p> <p>Qualification: Introductory Diploma in IT (2016)</p>
	<p>Term 1:</p> <p>Unit 16: Smarter Planet</p> <p>Students will investigate the evolution of the Smarter Planet in a variety of contexts, including the impact it is having on society.</p>



	<p>Term 2: Unit 16 Smarter Planet Students will investigate the evolution of the Smarter Planet in a variety of contexts, including the impact it is having on society.</p>
	<p>Term 3: Unit 1: Fundamentals of IT Students will learn the fundamentals of hardware, networks, software, the ethical use of computers and how business uses IT.</p>
	<p>Term 4: Unit 1: Fundamentals of IT Students will learn the fundamentals of hardware, networks, software, the ethical use of computers and how business uses IT.</p>
	<p>Term 5: Unit 12: Mobile Technology Students will learn about the wider potential of mobile technologies and its consequences to people and businesses. This is as much about new technologies as it is about promoting critical analysis of existing situations and proposing better solutions.</p>
	<p>Term 6: Unit 12: Mobile Technology Students will learn about the wider potential of mobile technologies and its consequences to people and businesses. This is as much about new technologies as it is about promoting critical analysis of existing situations and proposing better solutions.</p>
Year 13	<p>Exam Board: OCR Qualification: Introductory Diploma in IT (2016)</p>
	<p>Term 1 Unit 1: Fundamentals of IT Students will learn the fundamentals of hardware, networks, software, the ethical use of computers and how business uses IT.</p> <p>Unit 2: Global Information Students will learn about data and how it can be used to benefit organisations as well as learning about key legislation and how it governs the flows of information into and out of an organisation and the constraints and limitations that apply to it.</p>
	<p>Term 2 Unit 1: Fundamentals of IT Students will learn the fundamentals of hardware, networks, software, the ethical use of computers and how business uses IT.</p> <p>Unit 2: Global Information Students will learn about data and how it can be used to benefit organisations as well as learning about key legislation and how it governs the flows of information into and out of an organisation and the constraints and limitations that apply to it.</p>
	<p>Term 3 Unit 1: Fundamentals of IT Students will learn the fundamentals of hardware, networks, software, the ethical use of computers and how business uses IT.</p> <p>Unit 2: Global Information</p>



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Extra-Curricular Activities:	<p>Year 7/8/9 – Computer Science Club every Monday – Starting November 2020</p> <p>Year 10/11 – Revision club Tuesdays and Wednesdays</p> <p>Year 12/13 – Mon – Thursday Coursework Club</p>

