

Summary Curriculum Map and Expectations

Subject: Computing/ICT

Subject leader / Head of Faculty: Mr Smith

Year 7	Autumn term	Spring term	Summer term
<p>Key content; Main learning objectives, Knowledge, Skills, Understanding,</p> <p style="text-align: center;">Carousal 10 weeks.</p> <p style="text-align: center;">A full term</p> <p style="text-align: center;">2 hours per week/20 lessons.</p>	<p><u>Hardware</u> Logging on/Rules and Routines Setting up a Folder structure Based line test. What is a computer? Why are computers used for different tasks? Input and Output devices Computers and how they Collect data from various input devices e.g. sensors. The difference between Hardware and software Function of the main internal parts of a computer. The CPU and the fetch/execute cycle Safety ROM and RAM and external storage.</p> <p><u>Software</u> Different types of software File compression File formats and file conversion Search engines Internet safety</p> <p><u>Programming</u> Scratch programming</p>		
<p>Formal Assessments</p>	<p>Base line test paper. Written test paper</p>		

Summary Curriculum Map and Expectations

Subject: Computing/ICT

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Year 8	Autumn term	Spring term	Summer term
<p>Key content; Main learning objectives, Knowledge, Skills, Understanding,</p> <p style="text-align: center;">Carousal 10 weeks.</p> <p style="text-align: center;">A full term</p> <p style="text-align: center;">2 hours per week/20 lessons.</p>	<p><u>Networks</u> Networks and Network Configuration Network Hardware and Connection The Internet and Services it provides IP addresses and Hardware Connection methods and Internet Protocols Internet and Network security</p> <p><u>Data representation</u> HTML Language Data Sizes Binary/ Adding Binary and stack overflows Logic Gates and truth tables Spreadsheets Databases</p> <p><u>Programming</u> Scratch Scratch to Python</p>		
<p>Formal Assessments</p>	<p style="text-align: center;">Written test paper</p>		

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Subject: Computing/ICT

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Year 9	Autumn term	Spring term	Summer term
<p>Key content; Main learning objectives, Knowledge, Skills, Understanding,</p> <p style="text-align: center;">Carousal 10 weeks.</p> <p style="text-align: center;">A full term</p> <p style="text-align: center;">2 hours per week/20 lessons.</p>	<p><u>Web Graphics</u> Web Graphics Analysis Designing an advert</p> <p><u>Programming</u> Introduction to Python Variables Input and Output Data types Strings to Integers Range and Loops# Nested Loops Boolean operators Boolean Logic Selection, if/else</p>		
<p>Formal Assessments</p>	<p>Written test</p>		

Summary Curriculum Map and Expectations

Subject: Core Computing/ICT

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Year 10	Autumn term	Spring term	Summer term
<p>Key content; Main learning objectives, Knowledge, Skills, Understanding,</p> <p>Yr 10 Currently on 1 lesson per two weeks</p>	<p><u>Creative imedia Level 1</u> R082 Coursework – Web Graphics task 1</p> <p>Web graphic Analysis</p> <p><u>Creative imedia Level 1</u> R082 Coursework – Web Graphics task 2</p> <p>Statement of Intent Work Plan Mind Map Mood Board Design of an Advert</p>	<p><u>Creative imedia Level 1</u> R082 Coursework – Web Graphics task 3</p> <p>Collection of assets and copyright information Create an advert Show how advert was created</p>	<p><u>Creative imedia Level 1</u> R082 Coursework – Web Graphics task 4</p> <p>Evaluation of advert.</p> <p><u>Creative imedia Level 1 Exam</u> R081 Exam</p>
Formal Assessments	Assessed using OCR creative imedia assessment criteria. Ongoing	Assessed using OCR creative imedia assessment criteria. Ongoing	Assessed using OCR creative imedia assessment criteria. Ongoing
Homework expectations (frequency, time commitment)	Controlled coursework. HWK N/A	Controlled coursework. HWK N/A	Controlled coursework. HWK N/A

Summary Curriculum Map and Expectations

Subject: Core Computing/ICT

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Year 11	Autumn term	Spring term	Summer term
<p>Key content; Main learning objectives, Knowledge, Skills, Understanding,</p> <p style="text-align: center;">Yr 11 Currently on 2 lesson per week</p>	<p><u>Creative imedia Level 2</u> R092 Coursework – Game creation task 1 Hardware and software Analysis</p> <p><u>Creative imedia Level 2</u> R092 Coursework – Game creation task 2 Statement of Intent Work Plan Mind Map Mood Board Design of a game</p> <p><u>Creative imedia Level 2</u> R092 Coursework – Game creation 3 Collection of assets and copyright information Create the game Produce algorithms for the game</p>	<p><u>Creative imedia Level 2</u> R092 Coursework – Game creation task 4 Evaluation of Game created</p> <p><u>Creative imedia Level 2</u> R087 Coursework – Multimedia product task 1 Product Analysis</p> <p><u>Creative imedia Level 2</u> R087 Coursework – Multimedia product task 2 Statement of Intent Work Plan Mind Map Mood Board Design of a game</p>	<p><u>Creative imedia Level 2</u> R087 Coursework – Multimedia product task 3 Collection of assets and copyright information Multimedia testing Create the multimedia product</p> <p><u>Creative imedia Level 2</u> R087 Coursework – Multimedia product task 4 Evaluation of multimedia product.</p> <p><u>Creative imedia Level 2 Exam</u> R081 Exam</p>
<p>Formal Assessments</p>	<p>Assessed using OCR creative imedia assessment criteria. Ongoing</p>	<p>Assessed using OCR creative imedia assessment criteria. Ongoing</p>	<p>Assessed using OCR creative imedia assessment criteria. Ongoing</p>
<p>Homework expectations (frequency, time commitment)</p>	<p>Controlled coursework. HWK N/A</p>	<p>Controlled coursework. HWK N/A</p>	<p>Controlled coursework. HWK N/A</p>

Summary Curriculum Map and Expectations

Subject: Computing Science

Subject leader / Head of Faculty: Mr Smith

Year 10	Autumn term	Spring term	Summer term
Key content; Main learning objectives, Knowledge, Skills, Understanding,	Computer systems <ul style="list-style-type: none"> • Systems Architecture • Memory • Storage • Wired and wireless networks • Network topologies, protocols and layers • System security • System software • Ethical, legal, cultural and 	Computational thinking, algorithms and programming <ul style="list-style-type: none"> • Algorithms * • Programming techniques • Producing robust programs • Computational logic • Translators and facilities of languages • Data representation 	<u>Programming using python</u> <ul style="list-style-type: none"> • What is your name-Input and Output • Variables non mutable • Sleep function Operators • Strings to Integers Part 1 • Strings to Integers Part 2 • Using Operators • Using Import Library • Range loop and if/elif/else • Nested Loops • Boolean Logic and operators • Sructured Programming • 12-Variables Non Mutable
Formal Assessments	Written test paper assessment	Written test paper assessment	Written test paper assessment
Homework expectations (frequency, time commitment)			

Summary Curriculum Map and Expectations

Subject: Core Computing/ICT

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Year 11	Autumn term	Spring term	Summer term
Key content; Main learning objectives, Knowledge, Skills, Understanding,	<p><u>Programming – Python</u></p> <ul style="list-style-type: none"> • End Game • End Game Decomposed with Algorithms • Variables Non mutable and mutable • Debugging • Rock Paper Scissors • Slicing Strings and Indexing • Lists • Slicing/Indexing and lists In a game Hang Man part 1 • Slicing/Indexing and lists in a game Hang Man part 2 • Slicing/Indexing and lists In a game Hang Man part 3 • Validation In a game Hang Man part 4 • File Handling • File Handling in Hang Man Part 5 • File Handling CSV Files • File Handling Pickle • Drawing In Python 	<p><u>Programming Project</u></p> <ul style="list-style-type: none"> • Programming techniques • Analysis • Design • Development • Testing and evaluation and conclusions 	<p><u>GCSE Exam Paper 1 and 2</u></p> <p>Exam Revision</p>
Formal Assessments	Written test paper	Assessed work	
Homework expectations (frequency, time commitment)			