

KS3 ICT

Year	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
8	Introduction to Python Programming	Developing for the Web	Internet Safety	<p style="text-align: center;">Introduction to Graphic design</p> <p><i>Looking at artists and creating mood boards to inform product design – Mug Designs created. Students learn to adapt existing work to create their own individual interpretation of another artist's work.</i></p>	<p style="text-align: center;">Typography</p> <p><i>Learning the basics of Typography and how to use it Graphic design. Create a Poster for a product designing their own typography.</i></p>	<p style="text-align: center;">Packaging</p> <p><i>Learning to create packaging appropriate for product and taking into consideration the aesthetic value of it. Applying skills taught in previous terms (Design and Typography)</i></p>
9	Mobile App Development Project		Python Programming with Sequencing of Data	Data Science	Cybersecurity	Representations going Audio-visual

In Year 8, 50% of students do Three Terms doing ICT and swap with the other half of Year 8 doing Computer Aided Design and Manufacturing, this ensures a well-rounded curriculum

Course Title:	BTEC Tech Award in Digital Information Technology
Exam Board:	Edexcel

Year	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
10	Component 1 Assessment Brief LAA <i>Exploring User Interface Design Principles and Project Planning Techniques</i>	Component 1 Assessment Brief LAB <i>Exploring User Interface Design Principles and Project Planning Techniques</i>	Component 1 Assessment Brief LAC <i>Exploring User Interface Design Principles and Project Planning Techniques</i>	Component 3 <i>Exam Theory and Practice</i>	Component 3 <i>Exam Theory and Practice</i>	Component 3 <i>Exam Theory and Practice</i>
11	Component 2 Assessment Brief LAA <i>Collecting, Presenting and Interpreting Data</i>	Component 2 Assessment Brief LAB <i>Collecting, Presenting and Interpreting Data</i>	Component 2 Assessment Brief LAC <i>Collecting, Presenting and Interpreting Data</i>	Component 3 <i>Exam Theory and Practice</i>	Component 3 <i>Exam Theory and Practice</i>	

Course Title:	GCSE Computer Science (J277)
Exam Board:	OCR

Year	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
10	Practical programming	Paper 1: Systems Architecture	Paper 1 and 2: Data Representation	Paper 1: Networks and Network Security	Paper 1: Impacts of digital technology	Paper 1: Exam theory and Practice
11	Paper 2: Algorithms	Paper 2: Programming	Paper 2: Logic and Languages	Practical programming	Paper 1 and Paper 2: Exam theory and Practice	