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Insert Subject	Year 7	HT1	HT2	HT3	HT4	HT5	HT6
	Topic/ Big idea	Usernames, Passwords & Online Tools	Internet Searching	Internet Security & E-Safety	Hardware & Software	Scratch Programming	Video Editing
	Curriculum Related Expectation	➢ The structure of their school network account username ➢ What a strong password is ➢ How to log on to the school email system and send an email ➢ How to access Microsoft Teams and navigate their different class teams channels ➢ How to access and use Microsoft OneDrive to store files effectively ➢ How to access and use Microsoft OneNote	➢ Information relating to the world's first internet search, specifically: when it happened, where it happened, who conducted it. ➢ The main 3 search engines: Google, Bing, Yahoo. ➢ How search engines work, specifically: ➢ The structure of domain names and URLs ➢ The main social media platforms, including YouTube, Facebook, WhatsApp, Messenger,	➢ The importance of a password when keeping things secure ➢ How encryption works to protect data ➢ The different ways in which social engineering can occur, and how to prevent falling victim to it ➢ The different types of malware and how they operate ➢ The importance of anti-virus software and how it works. ➢ How to use social media safely, including	➢ The definitions of hardware and software. ➢ How hardware and software differ, and how they are linked. ➢ The function of hardware, including peripherals, including: ➢ Laptop Computer , Desktop Computer, Tablet , Smart Phone, Monitor, Keyboard, Mouse , Track Pad, Speakers, Microphone, Printer, Scanner. ➢ The function of important internal components, including: ➢ Hard Drive	➢ Understand what a sequence is ➢ Understanding the importance or order ➢ Be able to create sequencing in coding ➢ Understanding what is meant by selection in programming ➢ Understanding what true and false expressions are ➢ Be able to use expressions in selection ➢ Be able to create selection statements in scratch ➢ Understand what a variable is ➢ Be able to write code in Scratch which uses variables	➢ To be able to Import and organise video clips. ➢ To be able to use a timeline. ➢ To be able to Trim and cut footage. ➢ To be able to split clips. ➢ To be able to rearrange clips into a sequence. ➢ To be able to add transitions. ➢ To be able to Insert titles and text. ➢ To be able to Adjust audio levels. ➢ To be able to Export videos in appropriate formats. ➢ To be able to save and

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		➢ How to access and use basic word processing skills in Microsoft Word	Twitter, Snapchat. ➢ The main risks associated with social media for children, ➢ Key facts about specific social media platforms, including minimum age, associated dangers, privacy settings. ➢ The importance of privacy settings for social media, specifically related to Snapchat ghost mode.	security settings	Processor (CPU) Memory (RAM) ➢ The use of different types of software, with specific examples, including: ➢ Office 365 apps (Word, PowerPoint, Excel, Outlook, OneNote, OneDrive, Teams), Browsers (Chrome, Edge, Safari), Photo editing software (Photoshop). ➢ Operating software (Win, MacOS, iOS)	➢ Be able to change data held in a variable ➢ Understand what is meant by iteration ➢ Be able to identify when iteration can be used in coding ➢ Be able to use iteration in Scratch ➢ ➢ Understanding different types of errors ➢ Detecting and correcting errors	manage project files.
	Keywords	Username, Password, Secure, Microsoft Teams, Online Post, Assignment, Folder, File, Email, Attachment, Carbon Copy, Blind Carbon Copy, Sharing, Access Rights Formatting, Copy, Paste, Justify	Uniform Resource, Locator, Search Engine, Search Criteria	Social media, privacy, settings, secure, password, encryption, social, assets, manipulate, software, malicious, anti	Server, supercomputer, embedded, input, output, storage, systems software, application software	Sequence, Selection, Logic Operators, If, If Else, Variable, String, Integer, Iteration, Forever loop, Repeat until loop, Repeat number loops, Syntax errors, Logic errors	Video Timeline Cut Split Trim Transition Save Export

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	Application of knowledge (Assessment)		**Mini Assessment**	**Assessment 2- KS3 Assessment Window**		**Assessment 3- KS3 Assessment Window**	
	Revision Strategy			**Knowledge organisers-Look, Cover, Write Check Correct, Mind Maps Flash Cards**		**Knowledge organisers-Look, Cover, Write Check Correct, Mind Maps Flash Cards**	
	Wider Links	**Life Skills** – use of usernames & passwords used in real life e.g. Banking, Utilities, Social media etc	**Maths -** Probability and combinations. Password strength and complexity. **PSHE -** Online safety. Consequences of sharing login details.	**PSHE** - Links to PSHE curriculum surrounding keeping safe online and mental health impacts of social media Personal responsibility online. Privacy and personal information - Internet Safety Day	**Maths -** Binary numbers. Data representation. Logic and problem-solving. Capacity and storage calculations **Life Skills** – links to computers used at home and how to select the correct type of computer, including components, for the tasks it will be being used for.	**Maths** – Students look at how to create programs with integers and decimal numbers, whilst also conducting calculations. - Coding Week - Computer Science Week	**English -** Storytelling and narrative structure. Scriptwriting. Audience and purpose. Persuasive and informative communication. **Music -** Sound design. Audio editing. Synchronising sound and visuals. Use of music to create atmosphere and emotion. **Maths -** Timings and sequencing. Frame rates. Ratios and aspect ratios. **PSHE -** Online safety. Copyright and intellectual property.

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Insert Subject		Year 8	HT1	HT2	HT3	HT4	HT5	HT6
		Topic/ Big idea	Spreadsheet Modelling	Small Basic Programming	Networking	Graphics	Web Authoring	
		Curriculum Related Expectation	➢ What the main areas of a spreadsheet are. ➢ How to reference cells and perform basic calculation across multiple cells. ➢ How formatting can be used to change the appearance of a worksheet. ➢ A range of different simple and advanced functions and how to use them. ➢ The different Data Types which can be applied to cells. ➢ How to create a range of graph types.	➢ Be able to write code to control the movement of a turtle e.g. move & turn ➢ Be able to understand and use Iteration ➢ Be able to use small basic to create tessellations using iteration ➢ Be able to change the pen colour and use pen up pen down commands to draw an irregular shape ➢ To understand what an algorithm is ➢ To understand what a variable is	➢ The definition of a network. ➢ The difference between a LAN and WAN. ➢ The different network topologies. ➢ The advantages and disadvantages of different topologies ➢ The difference between a wired and wireless connection. ➢ The difference between Wi-Fi and the Internet ➢	➢ How to set up a Photoshop Document and use the basic tools including select, eraser, healing tools, and text. ➢ How to add filters and effects to elements. ➢ The purpose of layers. ➢ How to combine the different tools to create an effect.	➢ What a site plan is ➢ Understand what a wireframe diagram is. ➢ Understand the need for creating a housestyle. ➢ How to sources assets and adhere to copyright legislation ➢ What a template/master page is ➢ How to create a folder structure ➢ How to create a series of linked webpages ➢ How to insert text, images, sounds, videos and interactive forms in their website.	

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			➢ How to sort and filter data.	➢ Understand how to us IF statements ➢ Understand how to use IF ELSE statements			➢ Basic HTML Tags	
		Keywords	Cell, Row, Column, Worksheet, Cell address, Formula, Count, Round, If, Sumif, Countif, Data validation, Sort, Filter, Database, Record, Table	Small Basic, Executable, Iteration, Tessellation, Algorithm, Variable, IF, IF ELSE	Network, Local, Wide, Transmit, Central, Cable, Signal, Access, Performance	Select, Lasso, Background, Heal, Clone, Restore, Text, Layer, Filter, Duplicate, Adjust, Black and White	Site Plan, Hierarchy, Mind Map, Wireframe Diagram, Housestyle, Template, Hyperlink, Container	
		Application of knowledge (Assessment)	**Assessment 1- KS3 Assessment Window**	**Mini Assessment**	**Assessment 2- KS3 Assessment Window**		**Assessment 3-KS3 Assessment Window**	
		Revision Strategy	**Knowledge organisers-Look, Cover, Write Check Correct, Mind Maps**	**Knowledge organisers-Look, Cover, Write Check Correct, Mind Maps**	**Flashcards- remember key poetic terms**		**Mind mapping- planning key ideas for content**	
		Wider Links	**Maths** - Skills utilised in Maths e.g. addition, subtraction, multiplication, averages etc	**Maths** – Students look at how to create programs with integers and decimal numbers, whilst also conducting calculations. Geometry, shapes and tessellation in maths	**Geography -** How undersea internet cables connect countries and continents. The global distribution of data centres and internet infrastructure. Impact of geography on	**DT** - Links to skills used/developed in DT Graphics curriculum **Real Life** - use of photo editing in real life – looking at real examples and the ethics behind photo editing	**Art & Design -** Principles of visual design (colour, contrast, balance, alignment). Evaluating aesthetic choices in website design. **Mathematics -** Page dimensions and screen	

				- Coding Week - Computer Science Week	network coverage (rural vs urban broadband). **Mathematics -** Calculating download/upload speeds. Interpreting network performance **History -** Development of the internet from ARPANET to the modern web. Evolution of communication technologies.		resolutions. Grids, symmetry, and layout design. Logical structuring of navigation systems. **English -** Writing for different audiences and purposes. Developing clear, concise web content. Using persuasive language in website design. Proofreading and editing text for publication. Understanding how layout and structure support communication.	

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Insert Subject	Year 9	HT1	HT2	HT3	HT4	HT5	HT6
	Topic/ Big idea	Graphics	Python Programming	Security Systems	Hardware & Software	Data Representation	Sound Editing
	Curriculum Related Expectation	➢ What a digital graphic is ➢ The difference between a bitmap and a raster graphic ➢ Rules to creating an effective logo ➢ How to set up a Fireworks Document and use the basic tools ➢ How font is used in graphics ➢ Different types of font styles including serif, sans serif and script ➢ How to combine tools in Fireworks to get enhanced effects ➢ The importance of layers in Fireworks	➢ What a text-based programming language is and what it might be used for ➢ The syntax of Python and how to spot for errors ➢ The different data types in programming including Strings, Integers and Floats ➢ What a variable is and how to assign values ➢ The basic functions in Python such as print and input ➢ How to program calculations in Python	➢ What a network is and how to keep it safe ➢ How a firewall works ➢ Different types of attacks to a system including brute force attacks, data interception & theft, denial of service attack, and a SQL injection ➢ What a network policy is and why it is important ➢ The laws around using a computer including the Computer Misuse Act, Copyright, Designs and Patents Act,	➢ What the CPU is and why it is needed ➢ What happens during the fetch-execute cycle ➢ The different things that can impact a CPUs performance ➢ The difference between memory and storage ➢ What RAM is and what is does ➢ What ROM is and what it does ➢ What Cache is and what it does ➢ The different types of storage including: magnetic,	➢ The difference between denary and binary ➢ What binary is and why it is needed ➢ How to convert 4 bit binary numbers into denary values ➢ How to convert 8 bit binary numbers into denary values ➢ How to convert denary values into 4 bit binary numbers ➢ How to convert denary values into 8 bit binary numbers ➢ How to add two 4 bit binary numbers together ➢ How to add two 8 bit binary	➢ What is meant by decibel and amplitude ➢ The different types of sounds ➢ Where sounds are used in everyday life ➢ The basic sound editing tools in Audacity, including move, select, cut, trim and split ➢ The enhanced effects in Audacity including pitch, tempo, noise reduction and fades. ➢ What a Creative Commons License is ➢ How to download sounds

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		➢ The difference file formats and their uses, including JPG, PNG, GIF and TIFF ➢ How to export graphics in different file formats ➢ How to plan a graphic using a Visualisation Diagram including why ➢ How to create a suitable logo for a given scenario.	➢ How to use selection using if, else and elif ➢ How to use iteration using while ➢ How to use counters and random number generation.	and the Data Protection Act.	optical, solid-state and cloud ➢ How each type of storage works ➢ The capacity of different types of storage ➢ What an operating system is ➢ What an interface is and why it is needed ➢ What applications software is ➢ What utility software is ➢ Different types of utility software and how they improve a device's performance.	numbers together	➢ How to create an advert in Audacity ➢ How to export as an MP3 in Audacity
	Keywords	Graphic, Bitmap, Vector, Dimensions, Transform, Transparent, Text, Font, Align, Layer, Export, File Format, Plan, Diagram, Visual, Create, Effective, Suitable	Program, Algorithm, Variable, Input, Integer, Mathematical Operator, Selection, Branch, If, Loop, Repeat, Iteration, Count, Random, Replace	Internet, Network, Firewall, Force, Intercept, Theft, Denial, Service, Database, Policy, Law, Misuse	Fetch, Decode, Execute, Memory, Temporary, Permanent, Storage, Magnetic, Optical, Interface, Application, Utility	Denary, Binary, Convert, Addition	Sound, Decibel, Amplitude, Cut, Trim, Split, Pitch, Tempo, Noise, Download, Creative Commons, Radio, Advert, MP3

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	Application of knowledge (Assessment)	Assessment 1 - KS3 Assessment Window	End of Topic Mini Assessment	Assessment 2 - KS3 Assessment Window	End of Topic Mini Assessment	Assessment 3 - KS3 Assessment Window	End of Topic Mini Assessment
	Revision Strategy	Knowledge organisers-Look, Cover, Write Check Correct, Mind Maps, Flash Cards		Knowledge organisers-Look, Cover, Write Check Correct, Mind Maps, Flash Cards		Knowledge organisers-Look, Cover, Write Check Correct, Mind Maps, Flash Cards	
	Wider Links	**Photography and Art** – Students look at how images work when made digital, and learn different editing methods that can also apply in Art when not done electronically. **DT (Graphics)** - Students look at how to create an effective logo, including the panning and steps.	**English** – Students look at the structure/syntax of a programming language which looks compares against how a sentence is structured in English. **Maths** – Students look at how to create programs with integers and decimal numbers, whilst also conducting calculations. - Coding Week - Computer Science Week	**Business** – Students consider the impacts of a security breach, and how this can effect companies, including all key stakeholders. **Real-Life** – Students look at how to protect themselves against cyber security attacks, including how to ensure you are following relevant legislation, e.g. DPA, CMA, CDPA, CC. - Data Privacy Day - Safer Internet Day	**Real-Life** – Students look at how to select suitable hardware and software based on real life user requirements.	**Maths** – Students look at how numbers are represented in a different number system (binary). This also includes the converting between number systems, including calculations such as addition. **DT (Electronics)** - Students look at how switches are used, and how data works with the switches inside a computer.	**Music** – Students look at how sound is converted digitally when recorded and then placed on a device for recording. They keywords look at the characteristics of sounds and how they are changed through editing. **Science** – Students look at converting between analogue waves to digital waves, along with how sound waves work (vibrations).