

Autumn Term

1. Website Creation



Students will create websites for a chosen purpose and identify what makes a good web page and use this information to design and evaluate their own website .



2. E-Safety

Students will learn how to identify healthy and unhealthy online relationships and how to conduct themselves online



3. Computer Systems and Networks

Students will learn about the World Wide Web as a communication tool . How to find information on the World Wide Web, and use search engines efficiently.



Assessment Point 1

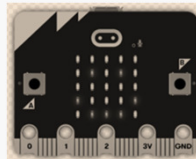
Assessment to cover features the world wide web and search engines

Spring Term



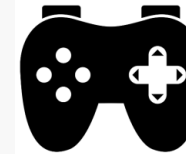
Assessment Point 2

Assessment to cover programming constructs and variables.



5. Programming- Sensing

Students will combine the programming constructs of sequence, selection, iteration. They will then use these constructs along with variable to program a physical device.



4. Programming Variables in Games

Students will learn what variables are, and relate them to real-world examples of values that can be set and changed. Pupils will then use variables to create a computer game.

Summer Term



6. Spreadsheet Modelling

Learners will organise data into columns and rows to create their own data set. Learners will be taught the importance of formatting data to support calculations.



7. 3D Modelling

Learners will develop their knowledge and understanding of using a computer to produce 3D models. Students will plan, develop, and evaluate their own 3D model of a photo frame.



Assessment Point 3

Assessment to cover modelling data and formatting worksheets.