

Year Group	Intent/Rationale	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 7	<p>In Year 7 pupils will develop their understanding on the use of computers, digital publishing and computing. The chosen units aim to:</p> <ol style="list-style-type: none"> 1. Develop pupils' knowledge on the use of digital devices through mouse control and keyboard skills. 2. Ensure that all pupils use technology safely. 3. Introduce them to instructions and simple programming through the use of Blue bots. 4. They will create stop-start animations to create to story-based animations. 	<p>Developers</p> <p><u>Lesson One and Two</u></p> <p>This will be an introduction to Health and Safety whilst working on computers and Online Safety. Pupils will create a poster on working safely in a computer room and the importance of keeping passwords safe.</p> <p>Digital Painting</p> <p>Pupils will be building on mouse skills. They will use the mouse to open a program and create simple pictures.</p>	<p>Developers</p> <p>Digital Writing</p> <p>In this unit pupils will become familiar with using a keyboard to enter, remove and apply simple formatting to text.</p>	<p>Developers</p> <p>Introduction to Online safety</p> <p>In this unit pupils will cover the necessary basic knowledge to use computers safely, effectively and responsibly, keeping personal information, learn what the term cyberbullying means. Pupils will learn about online risks and ways to overcome these.</p> <p>Create a movie to demonstrate safety risks and precautions.</p>	<p>Developers</p> <p>Blue Bots</p> <p>In this unit pupils will experiment with programming a Bee-Bot/Blue-Bot and learn how to give simple commands.</p>	<p>Developers</p> <p>Blue Bots</p> <p>In this unit pupils will experiment with programming a Bee-Bot/Blue-Bot and learn how to give simple commands.</p>	<p>Developers</p> <p>Pivot Animator</p> <p>In this unit pupils will learn to create story-based animations.</p>

<p>Year 8</p>	<p>In Year 8 pupils will develop their understanding on the use of computers, digital publishing and computing. The chosen units aim to:</p> <ol style="list-style-type: none"> 1. Ensure that all pupils safely use social media platforms – a popular source amongst teenagers. 2. To identify the types of information technology (IT) being used in the home and school. Exploring the range of hardware in homes and schools. 3. Allow pupils to identify what makes a good web page and use this information to design a simple interactive media product. 4. Develop their understanding of instructions, logic and sequences 	<p>Developers</p> <p>Online Safety – Social Media In this unit pupils look at the risks of social media and online profiles to give pupils a better understanding and awareness of using social media. Pupils create a power point including videos and sound.</p>	<p>Developers</p> <p>Online Safety – Social Media In this unit pupils look at the risks of social media and online profiles to give pupils a better understanding and awareness of using social media. Pupils create a power point including videos and sound.</p>	<p>Developers</p> <p>Hardware In this unit pupils will learn about external hardware and everyday software. Create a movie to demonstrate hardware and software knowledge.</p>	<p>Developers</p> <p>Algorithms using Flowcharts and Logo control Pupils will develop sequences and steps to follow in order to solve problems. Pupils develop programming skills using logic and flowcharts.</p>	<p>Developers</p> <p>Web Design Pupils will create a website ‘about myself’ or ‘food restaurant’ using Power point.</p>	<p>Developers</p> <p>Web Design Pupils will create a website ‘about myself’ or ‘food restaurant’ using Power point.</p>
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	through flowcharts and control.						
Year 9	<p>In Year 9 (Developers) pupils will develop their understanding of computing and digital publishing to meet the requirements of the National Curriculum. The chosen units aim to:</p> <ol style="list-style-type: none"> 1. They will further develop their programming skills by using a tactile device. This requires them to consider a series of instructions. 2. Pupils will be introduced to audio production software and simple editing techniques. 3. Introduce pupils to spreadsheets. They will begin organising data into columns and, format data to support calculations, 	<p>Developers</p> <p>Program a Floor Robot using a Tactile Reader</p> <p>In this unit pupils will program floor robots using a tactile reader. Pupils will plan and create a challenging obstacle course to maneuver the robot.</p>	<p>Developers</p> <p>Audacity – Audio Production</p> <p>In this unit pupils will use Audacity to produce a podcast. They will create, edit, and add music tracks to their audio recording.</p>	<p>Developers</p> <p>Introduction to spreadsheets</p> <p>Explain how they could be used in everyday life. Learn about some of the features of excel. How to add formula and data into a spreadsheet</p>	<p>Developers</p> <p>Kodu</p> <p>In this unit pupils will create games through a visual programming language</p>	<p>Developers</p> <p>Kodu</p> <p>In this unit pupils will create games through a visual programming language</p>	<p>Developers</p> <p>Publishing</p> <p>Pupils will use Microsoft Publishing to create a menu.</p>

	and apply simple formulas.						
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By the end of KS3.....

Units of study at KS3 cover 3 key areas: physical computing, programming and creating media. Physical computing will allow pupils to develop their understanding of hardware and software components. Programming progresses through an increasing level of difficulty and device types. Pupils begin with producing simple media, progressing to professional business-like material.

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Y10	<p>The AQA Unit Award Scheme will allow pupils to engage with learning and have their achievements formally recognised through certification.</p> <p>Pupils will achieve a certificate each term they successfully complete a unit of learning. They will build up a portfolio of certificates to evidence their skills, knowledge, and experience.</p> <p>Their learning will cover key topics that are essential in society exposing and developing them to real life situations.</p>	<p>Developers</p> <p>AQA Unit Award Certification Preparation</p> <p>Being safe online (E-safety)</p> <p>Or</p> <p>Open Awards</p> <p>Computing - safety</p>	<p>Developers</p> <p>AQA Unit Award Certification Evidence Collection</p> <p>Being safe online (E-safety)</p> <p>Or</p> <p>Open Awards</p> <p>Computing - safety</p>	<p>Developers</p> <p>AQA Unit Award Certification Preparation</p> <p>Using technology for travel</p> <p>Or</p> <p>Open Awards</p> <p>Computing -safety</p>	<p>Developers</p> <p>AQA Unit Award Certification Evidence Collection</p> <p>Collect evidence for unit – Using technology for travel</p>	<p>Developers</p> <p>AQA Unit Award Certification Preparation</p> <p>Collect evidence for unit – Using the internet for leisure and sports</p>	<p>Developers</p> <p>AQA Unit Award Certification Evidence Collection</p> <p>Collect evidence for unit – Using the internet for leisure and sports</p>

<p>Y11</p>	<p>The AQA Unit Award Scheme will allow pupils to engage with learning and have their achievements formally recognised through certification.</p> <p>Pupils will achieve a certificate each term they successfully complete a unit of learning. They will build up a portfolio of certificates to evidence their skills, knowledge, and experience.</p> <p>Their learning will cover key topics that are essential in society exposing and developing them to real life situations.</p>	<p>Developers</p> <p>AQA Unit Award Certification</p> <p><u>Preparation</u></p> <p>Computing – inputs and outputs</p> <p>Or</p> <p>Basic Skills</p>	<p>Developers</p> <p>AQA Unit Award Certification</p> <p><u>Evidence Collection</u></p> <p>Collect evidence for unit –</p> <p>Computing – inputs and outputs</p> <p>Or</p> <p>Basic Skills</p>	<p>Developers</p> <p>AQA Unit Award Certification</p> <p><u>Preparation</u></p> <p>Researching health services online</p> <p>Or</p> <p>Basic Skills</p>	<p>Developers</p> <p>AQA Unit Award Certification</p> <p><u>Evidence Collection</u></p> <p>Researching health services online</p> <p>Or</p> <p>Basic Skills</p>	<p>Developers</p> <p>AQA Unit Award Certification</p> <p><u>Preparation</u></p> <p>Employability Skills</p> <p>Or</p> <p>Basic Skills</p>	<p>Developers</p> <p>AQA Unit Award Certification</p> <p><u>Evidence Collection</u></p> <p>Collect evidence for unit –</p> <p>Employability Skills</p> <p>Or</p> <p>Basic Skills</p>
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By the end of KS4.....

The AQA Unit Award Scheme learning, and certificates will boost pupils' confidence, improve motivation and provide evidence, helping them to make progress onto their next steps of their learning journey.