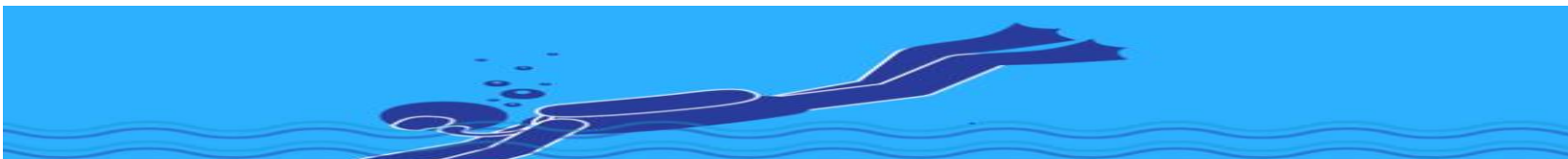# CONNECTED

INTENT:

"I do not fear computers, I fear the lack of them"

Isaac Asimov

The use and understanding of computers gives learners the opportunity to develop sector-specific knowledge and skills in a practical learning environment. Can you solve problems? Are you a computational thinker? Do you have a scientific and mathematical way of thinking?

Computers are changing every part of our lives at an ever-increasing rate-why not drive the future?

Curriculum plan: Computing

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	Half term points					
	AUTUMN 1	**AUTUMN 2**	**SPRING 1**	**SPRING 2**	**SUMMER 1**	**SUMMER 2**
7	Introduction to E-safety Learning to include: • dangers or using email and the internet • mobile phone technology • flaming, cyberstalking and masquerading	Spreadsheet modelling Learning to include: • label parts spreadsheets • use of simple formulas and functions • create suitable and meaningful graphs/charts • if statements and conditional formatting	Scratch programming Learning to include: • understand scratch interface • sequence, selection and iteration • use of variables • create a program using key constructs	Word processing Learning to include: • basic Word formatting techniques • advanced word formatting techniques • letter writing mail merge technique and apply to a letter	Digital graphics Learning to include: • theory into vector and bitmap images • theory into compression and resolution • identify different image formats • photo editing skills using Adobe Photoshop	Project Learning to include: • a mini project that combines unit of work from year 7

Please click on the icons to access our online portal where you can learn more about each topic

Curriculum plan: Computing

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Half term points

	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
	Social media & cyberbullying	Computer systems	Web design & HTML	Databases	2D animation	Python programming
8	Learning to include: • what cyberbullying is and the different types • various types of social networks explaining the dangers of each • what grooming is and how it can occur	Learning to include: • input, output devices and their uses • storage devices • components of a PC introduction to binary	Learning to include: • purpose and component features of websites • planning of different website scenarios • learn the basic constructs of a HTML web page • build a mini website using Adobe Dreamweaver	Learning to include: • different features of a database and uses • creating a database and import data into the database • creating queries based on a set scenario • create a data input form	Learning to include: • describe the different types of animation techniques • storyboard technique to plan out animation • create an animation 2D software	Learning to include: • what Python programming is • create a basic program, which will display a message to a user • create a program, which stores information using variables • create a program, which uses both sequence and selection