

ICT

Long Term Plan

Academic Year 2023-2024



Co-op Academy
Grange

KS3 ICT at Co-op Academy Grange

ICT at Co-op Academy Grange meets the requirements as set out in the National Curriculum for Computing.

Year 7

	HT1	HT2	HT3	HT4	HT5	HT6
Y7	Digital Literacy 1 & Information Technology 1: E-safety Website Review & Planning	Digital Literacy 1 & Information Technology 1: E-safety Website	Computational Thinking 1: Flowol Control / Programming Techniques Algorithmic Thinking		Computational Thinking 1: Game Design	Block Programming 1: Creating 2D games

Year 8

	HT1	HT2	HT3	HT4	HT5	HT6
Y8	Digital Literacy 2: E- Safety	Information Technology 2: Hardware / Software / Networks	Information Technology 2: Data Representation & Logic	Block Programming 2: Scratch		Textual Programming 1: Basic Python Programming

Year 9

From HT3 onwards, Y9 will receive content based upon their ability to ensure that they are fully prepared for their choices at KS4. Route 2 is most suited to those students who opt to study GCSE Computing.

	HT1	HT2	HT3	HT4	HT5	HT6
Y9 Route 1	Digital Literacy 3 & Information Technology 3: Website Review & Planning	Digital Literacy 3 & Information Technology 3: Advanced Website Production	Digital Literacy 3 & Information Technology 3: Video Review and Storyboards	Digital Literacy 3 & Information Technology 3: Video Editing	Digital Literacy 3 & Information Technology 3: Comic Review, Planning and Storyboards	Digital Literacy 3 & Information Technology 3: Create Characters and Comics
Y9 Route 2			Information Technology 3: Data Representation, Logic & Programs	Computational Thinking 3: Algorithmic Thinking		Computational Thinking 3 & Textual Programming 2 Intermediate Python Programming & Python Project

OCR GCSE (9–1) in Computer Science (J277) at Co-op Academy Grange

	HT1	HT2	HT3	HT4	HT5	HT6
Y10	01: Computer Systems: 1.1: Systems Architecture 1.2: Memory and Storage	01: Computer Systems: 1.2: Memory and Storage 1.3: Computer Networks, Connections and Protocols	01: Computer Systems: 1.3: Computer Networks, Connections and Protocols	01: Computer Systems: 1.4: Network Security 1.5: Systems Software	01: Computer Systems: 1.5: Systems Software 1.6: Ethical, Legal, Cultural and Environmental Impacts of Digital Technology	02: Computational Thinking, Algorithms and Programming: 2.1: Algorithms 2.2: Programming Fundamentals Python basics
Y11	02: Computational Thinking, Algorithms and Programming: 2.1: Algorithms 2.2: Programming	02: Computational Thinking, Algorithms and Programming: 2.1: Algorithms 2.2: Programming	02: Computational Thinking, Algorithms and Programming: 2.1: Algorithms 2.2: Programming Fundamentals 2.3 Data representation 2.4: Boolean logic	02: Computational Thinking, Algorithms and Programming: 2.5: Programming Languages and Integrated Development Environments	Exam Practice - Revisiting Key Concepts - Practice exam - Walking/Talking Practice	

OCR Level 1/Level 2 Cambridge National in Creative iMedia at Co-op Academy Grange

	HT1	HT2	HT3	HT4	HT5	HT6
Y10	<p>R094 NEA Visual Identity and Digital Graphics Task 1 – Planning the visual identity and digital graphic product</p>	<p>R094 NEA Visual Identity and Digital Graphics Task 1 – Planning the visual identity and digital graphic product</p>	<p>R094 NEA Visual Identity and Digital Graphics Task 2 – Creating the visual identity and digital graphic product</p>	<p>R094 NEA Visual Identity and Digital Graphics Task 2 – Creating the visual identity and digital graphic product R095 Characters and comics Task 1 – Planning character and comic</p>	<p>R095 Characters and comics Task 1 – Planning character and comic Task 2 – Creating your character and comic</p>	<p>R095 Characters and comics Task 1 – Planning character and comic Task 2 – Creating your character and comic</p>
Y11	<p>R095 Characters and comics Task 2 – Creating character and comic Task 3 – Checking and reviewing character and comic</p>	<p>R093 EXAM (10 June) Creative iMedia in the Media Industry 1.1 Media industry sectors and products 1.2 Job roles in the media industry 2.1 How style, content and layout are linked to the purpose</p>	<p>R093 EXAM (10 June) Creative iMedia in the Media Industry 2.2 Client requirements and how they are defined 2.3 Audience demographics and segmentation 2.4 Research methods, sources and types of data</p>	<p>R093 EXAM (10 June) Creative iMedia in the Media Industry Topic Area 3: Pre-production planning 3.4 The legal issues that affect media 3.4.4 Health and safety</p>	<p>R093 EXAM (10 June) Creative iMedia in the Media Industry 4.1 Distribution platforms and media to reach audiences 4.2 Properties and formats of media files</p>	<p>R093 EXAM (10 June) Creative iMedia in the Media Industry <ul style="list-style-type: none"> Revisiting Key concepts and knowledge Practice exam Papers - Focus on Self assessment and using Mark schemes Walking / talking practice - focus on questions where high chance of misconceptions, where test data shows weakness </p>