

## Curriculum Map ICT

SUBJECT FOCUS	INTENT
Overall curriculum intent	<i>To develop independent, resilient and reflective learners with a passion for ICT</i>
Literacy & Oracy	<i>To fully develop the literacy and oracy skills of our students to encompass key IT and Media terms as well as Computer Science syntax.</i>
Cumulative learning & Skills	<i>To fully develop the numeracy skills of our students to progress from KS3 to KS4</i>  <i>To develop students that have acquired excellent logical thinking skills, be able to interpret data and become analytical problem solvers (Computer Science).</i>
Culture	<i>To develop students that have an understanding of the role they play in society and the impact they have on the environment in which they live.</i>  <i>To inspire the next generation of IT professionals that are prepared for life beyond De La Salle</i>

### Curriculum focus and sequencing:

SUBJECT	Term 1 topics	Term 2 topics	Term 3 topics
Year 7	<ul style="list-style-type: none"> <li>• Logging in, storing work and email</li> <li>• Algorithms</li> <li>• Shapes, word processing &amp; pattern sequences.</li> <li>• Scratch, programming Logic</li> </ul>	<ul style="list-style-type: none"> <li>• Code.org</li> <li>• E-Safety awareness (Cyber bullying)</li> </ul>	<ul style="list-style-type: none"> <li>• Logos</li> <li>• Logo design</li> <li>• Business Cards (Publisher)</li> <li>• Brochure (Product, Price, Place, Publisher)</li> </ul>
Year 8	<ul style="list-style-type: none"> <li>• Logging in, storing work and email.</li> <li>• Binary</li> <li>• Route planning</li> <li>• Venn diagram</li> <li>• Bubble sorting</li> <li>• Scratch</li> <li>• Christmas cards</li> </ul>	<ul style="list-style-type: none"> <li>• Code.org</li> <li>• E-Safety awareness (Cyber-bullying, phishing, Malware, online scams)</li> </ul>	<ul style="list-style-type: none"> <li>• Theme Park project, marketing mix, animation.</li> </ul>

Year 9	<ul style="list-style-type: none"> <li>• Spreadsheets</li> <li>• Encryption</li> <li>• Sound Media</li> <li>• Databases / Market research.</li> </ul>	<ul style="list-style-type: none"> <li>• Code.org</li> <li>• E-Safety awareness (radicalisation)</li> </ul>	<ul style="list-style-type: none"> <li>• Media / Business Video project</li> </ul>
Year 10 Creative Media	<ul style="list-style-type: none"> <li>• Media audience</li> <li>• Purpose</li> <li>• Genre</li> <li>• Narrative</li> <li>• Representation</li> <li>• Audience interpretation</li> <li>• Camera Work</li> <li>• Mise en scene</li> <li>• Lighting / Sound</li> </ul>	<ul style="list-style-type: none"> <li>• Component 1 coursework</li> </ul>	<ul style="list-style-type: none"> <li>• Pre-production Techniques</li> <li>• Treatment storyboards</li> <li>• Shot types &amp; angles.</li> <li>• Script &amp; Screenplay</li> <li>• Filming techniques</li> <li>• Recording audio</li> <li>• Location</li> <li>• Mini project</li> </ul>
Year 11 Creative Media	<ul style="list-style-type: none"> <li>• Component 2 coursework</li> <li>• Video editing</li> <li>• Exporting video</li> <li>• Production lighting (Horror)</li> <li>• Post production activities</li> <li>• Project review</li> <li>• Audience feedback</li> </ul>	<ul style="list-style-type: none"> <li>• Component 3 CONTROLLED ASSESSMENT</li> </ul>	
Year 10 Computer Science	<ul style="list-style-type: none"> <li>• Computer Science Algorithms iteration</li> <li>• Boolean Logic</li> </ul>	<ul style="list-style-type: none"> <li>• Data Types and Structures</li> <li>• Searching and Sorting</li> <li>• Input and Output</li> </ul>	<ul style="list-style-type: none"> <li>• Problem solving</li> <li>• Binary and Hexadecimal</li> </ul>
Year 11 Computer Science	<ul style="list-style-type: none"> <li>• Binary representation</li> <li>• Programming languages</li> <li>• Hardware</li> <li>• Software</li> <li>• Networks</li> </ul>	<ul style="list-style-type: none"> <li>• System Security</li> <li>• Ethical, Legal, Cultural and Environmental Issues</li> </ul>	<ul style="list-style-type: none"> <li>• Revision</li> </ul>