

ICT/Computing

Curriculum Manager:

Mr S Howe / Mr J Moore (KS3 – Co-ordinator)

Teaching Staff:

Mr J Moore, Mr D Burgess, Mrs R Mazurek, Mr K Jones

Curriculum Overview:

Pupils will complete a range of interleaving ICT and Computing topics throughout Year 8, which includes a wide range of skills in preparation for their KS4 studies. All units are delivered and assessed via Google Classroom, which pupils have access to through their Ashton computer login. An overview of the year IT & Computing study can be found below:

Digital Gaming – Term 1

The aim of this practical unit is to develop and practise the skills that students need to create an effective digital interactive game following a specific brief.

Pupils will gain experience with:

- Using design tools to plan the structure, navigation and content of a digital game
- Using graphic packages to create backgrounds, characters and objects
- Producing a game which uses a range of different interactive media (text, sound, moving images, animations)
- Building their game engine
- Testing the functionality and usability for their game
- Evaluating their work

Practical Programming: - Term 2

The aim of this practical unit, is for pupils to get to grips with coding, using practical programming languages (python) to develop their skills in software development

Pupils will gain experience with:

- Syntax
- Variables
- For loops
- While loops
- Lists
- IF statements
- Program development
- Testing/feedback
- Evaluation/Improvement of outcomes

Communication and Networks – Term 3

The aim of this theory based unit is to educate pupils on what networks are and how they work. Pupils will gain knowledge on how the world wide web is constructed and study associated legal and ethical risks,

Pupils will gain experience with:

- History of the internet
- Online workspaces
- Operating online
- Internet service providers
- Internet protocols
- Hardware/Software
- Network security
- Legal/ethical issues

Assessments:

Practical Exam

A range of assessment windows take place during each unit in line with 1 -9 GCSE Levels. These include Self, Peer, Formative and Summative assessments.

Homework:

Students complete their homework using the ICT department Virtual Learning Environment (Moodle) or Google Classroom. All homework will be set using these systems and pupils can access it at home with their appropriate log in details. The web address for Moodle is thedeantrustmoodle.org

Other Useful Information:

Useful web links: www.thedeantrustmoodle.org, www.bbc.co.uk/education, www.codeacademy.com, www.code.org, www.codecombat.com