



Long Term Plan – Digital Information Technology (ICT)

Vision: The curriculum is designed to allow students to have access to transferable skills through Information Technology. The curriculum should be engaging and practical, it should encourage creativity and develop problem solving skills through a variety of tasks. As active, aware and informed participants in the digital world. We also aim for the students to leave The Radclyffe School as digital citizens with the skill set to keep their knowledge up to date in the ever changing digital technology. Students should be able to go online and stay safe and understand what they need to do if they do not feel safe while on social media or online gaming.

	HT1	HT2	HT3	HT4	HT5	HT6	Threshold concepts
Year 7							
Year 8							
Year 9							
Year 10	Component 1 LA A	Component 1 LA B	Component 1 LA C	Component 2 LA A	Component 2 LA B	Component 2 LA B	<p>Understand the purpose of a user interface. Describe the features of common types of user interface [GUI, Menu, Text, Sensor]. Understand how and why project methodologies [Waterfall, Iterative] are used to plan and manage projects.</p> <p>Understand how and why spreadsheets are used for data modelling. Have knowledge of data manipulation [formulas, functions, pivot tables] and presentation methods [charts, conditional formatting, sorting, filtering] in spreadsheets.</p>
Year 11	Component 2 LA B	Component 2 LA C Component 3 LA A	Component 3 LA B Component 3 LA C	Component 3 LA D Exam Technique	Revision Exam Technique		<p>Understand how technology affects modern working practices [collaboration, cloud computing]. Identify why systems are attacked and describe methods of keeping systems safe. Be aware of policies and legislation that relate to the use of computer systems [data protection, computer misuse, net neutrality, acceptable use].</p>

Curriculum Intent

Year 7	Year 8	Year 9	Year 10	Year 11
--------	--------	--------	---------	---------



Long Term Plan – Digital Information Technology (ICT)

			<p>At the end of year 10 students will be able to identify different user interfaces and their features and then apply their knowledge to evaluate products already on the market for their accessibility and design. Students will then go onto designing their own prototype user interface for stadium ensuring they cover the whole design and evaluation process. Students will also be able to explain why spreadsheets are used for data modelling. They will carry out some modelling exercises on given data and analyse their results</p>	<p>By the end of year 11 students will be able to explain and identify how technology affects modern working practices the impact of collaboration technology on the workplace. They will also be able to Identify why systems are attacked and describe methods of keeping systems safe. Students will have an understanding of up to date policies and legislation that relate to the use of computer systems and how they protect individuals and organisations.</p>
--	--	--	---	---