Computing/IT

2023-2024

	Key Stage	Class	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Grange Drive	EYFS/KS1	Nightingales / Kingfishers	Woven into the curriculum themes: Belonging (PSED, UW), Picnics (PD), Autumn/Harvest (Textures) (UW). Examples include: **Understanding the World** Immersive room. Cause and Effect. Differences between materials and noticing changes.	Woven into the curriculum themes: Festivals (Halloween, Bonfire, Diwali, Christmas (EAD, UW). Examples include: **Understanding the World** Maps	Woven into the curriculum themes: These are a few of my favourite things (PSED, UW, PD), Light and Dark (UW), Weather (UW). Examples include: **Understanding the World** Cause and Effect (toys) Push, pull, how toys work, forces and movement related to toys.	Woven into the curriculum themes: Traditional Tales, Dinosaurs, Easter (UW).	Woven into the curriculum themes: Mother Nature (EAD, PD), Noah's Ark (EAD, Animals (PSED).	Woven into the curriculum themes: Seaside, Going on Holiday. Examples include: **Understanding the World** What do you see, hear, feel in different environments?
	KS2	Hummingbirds	Woven into the curriculum themes: Harvest for the World (Farm). Examples include: **ICT/Computing** Immersive room, cause and effect	Woven into the curriculum themes: The Show Must Go On! Examples include: **ICT/Computing** Immersive room, cause and effect	Woven into the curriculum themes: Ch, ch, changes Examples include: **ICT/Computing** Immersive room, cause and effect	Woven into the curriculum themes: True Colours Examples include: **ICT/Computing** Immersive room, cause and effect	Woven into the curriculum themes: Enchanted Woodland Examples include: **ICT/Computing** Immersive room, cause and effect	Woven into the curriculum themes: All Creatures Great and Small Examples include: **ICT/Computing** Immersive room, cause and effect
		Robins / Penguins	'Explore a range of ICT tools and use the information from the environment to make simple choices'. Following Equals units which will be incorporated through the curriculum - Information: In the School and Beginning to find information.					
	Engagement	Merlin's / Owls	Aspects of 'computational thinking and creativity to understand and change the world' to be incorporated into the curriculum.					
	KS2/3	Eagles	**Movement Instructions**	**Singing, Performing and Sound**	On rotation - Music	**Introduction to Bee Bots** An introduction to Programming using Bee Bots.	On rotation - Music	**SENICT** Cause and Effect
	KS3	Goldfinches	On rotation - Music	**Using Microsoft PowerPoint** Create a slideshow about myself	On rotation - Music	**Introduction to Bee Bots** An introduction to Programming using Bee Bots.	On rotation - Music	**Using Microsoft Excel** Using Microsoft Word and Excel
	Post 16	The Lodge	'Computational thinking and creativity to understand and change the world', incorporated within Preparation to Adulthood - finding, exploring, developing, and presenting information including text, images and numbers.					
Birch Wood Vale	Transition	DH - Transition	**Use of IT in the real world** **IT Basics**		**Staying Safe in the Digital World** **Internet Safety**	**Creative Media** **Animation**	**Computing** **Bee Bots** Understand the basic concepts of programming using control technologies such as Bee Bots.	

Long Term Curriculum Map

		Develop skills in using the basic tools in Microsoft Office such as cut, copy and paste, opening and saving files and Internet searching. **Use of IT in the real world** **Logging on/Touch Typing/Using a mouse** Develop skills in using a keyboard and mouse correctly. Students to also develop skills in logging on to computers independently.		Explore and develop knowledge in the dangers of being online and ways to stay safe. **Use of IT in the real world** **Logging on/Touch Typing/Using a mouse** Develop skills in using a keyboard and mouse correctly. Students to also develop skills in logging on to computers independently.	Explore and develop skills in creating animations using Pivot Animator.	Using early programming techniques to manipulate information within programs. **Use of IT in the real world** **Logging on/Touch Typing/Using a mouse** Develop skills in using a keyboard and mouse correctly. Students to also develop skills in logging on to computers independently.
Nurture	JM - Nurture	**Aim Award** BW Radio Station	**Aim Award** BW Radio Station	**Aim Award** Module: Using the Internet BW Radio Station	**Aim Award** BW Radio Station	**Aim Award** BW Radio Station **Aim Award** BW Radio Station
KS3	Year 7	**Using IT in the real world** **Developing skills in PowerPoint** Explore and develop skills in using advanced tools in Microsoft PowerPoint. Students will be planning and creating an interactive multimedia product as part of their assessment.		**Staying Safe in the Digital World** **Internet Safety** Explore and develop knowledge in the dangers of being online and ways to stay safe.	**Computing** **Micro Bit Hardware** Explore clipping blocks in a program and predict what will happen while making connections with programming interfaces.	**Computing** **Bee Bots** To develop understanding in using early programming techniques to manipulate information within using programs such as Turtle Logo.
KS3	Year 8	**Computing** **Kodu Programming** Explore and develop skills in using tools in Kodu. Students will gain an insight in how programming works. Students will be planning and creating a product as part of their assessment.		**Use of IT in the real world -** **Developing skills in using Word** Explore and develop skills in using tools in Microsoft Word. Students will be planning and creating a product as part of their assessment.		**Staying Safe in the Digital World** **Internet Safety** Explore and develop knowledge in the dangers of being online and ways to stay safe. **Computing** **Micro Bit Hardware** Explore clipping blocks in a program and predict what will happen while making connections with programming interfaces.
KS3	Year 9	**Creative Media** **Digital Media** Explore and develop skills in creating digital media (DVD/Movie covers, Billboards) using photo editor software: Adobe Photoshop.		**Staying Safe in the Digital World** **Internet Safety** Explore and develop knowledge in the dangers of being online and ways to stay safe.	**Use of IT in the real world -** **Developing skills in using Excel** Explore and develop skills in using tools in Microsoft Excel. Students will be planning and creating a product as part of their assessment.	**Computing** **Scratch** Explore and develop skills in using tools in Scratch. Students will gain an insight in how programming works. Students will be planning and creating a product as part of their assessment.
KS4	Year 10	**ASDAN – Towards Independence -** **Using Computer Technology** Section A – Know your computer Section B – Running a program or app		**ASDAN – Towards Independence -** **Using Computer Technology** Section E – Using the Internet Section F – Internet Shopping		**ASDAN – Towards Independence -** **Using Computer Technology** Section H – Games Recap Sections – Improvements
KS4	Year 11	**ASDAN – Towards Independence -** **Using Computer Technology** Section A – Know your computer Section B – Running a program or app		**ASDAN – Towards Independence -** **Using Computer Technology** Section E – Using the Internet Section F – Internet Shopping		**ASDAN – Towards Independence -** **Using Computer Technology** Section H – Games Section K – Using a social network Module Review
Post 16	BVC A					

Long Term Curriculum Map

BW College		BVC N + R	Aspects of information technology to be incorporated into the curriculum to allow skills development – finding, exploring, developing, and presenting information including text, images and numbers.				
Autism Provision	KS2	The Treehouse	**Microsoft Consolidation** **PowerPoint, Word and Excel** Explore and recall previous skills in using Microsoft package.	**Microsoft Excel** **Excel graphs** Explore and develop skills in using data to create graphs.	**Staying Safe in the Digital World** **Internet safety** Explore and develop knowledge in the dangers of being online and ways to stay safe.		**Computing** **Bee Bots and Turtle Logo** Develop understanding in using early programming techniques to manipulate information within using programs such as Turtle Logo.
	KS3	The Yard	**Computing** **Kodu Programming** Explore and develop skills in using tools in Kodu. Students will gain an insight in how programming works. Students will be planning and creating a product as part of their assessment.		**Use of IT in the real world -** **Developing skills in using Word** Explore and develop skills in using tools in Microsoft Word. Students will be planning and creating a product as part of their assessment.	**Staying Safe in the Digital World** **Internet Safety** Explore and develop knowledge in the dangers of being online and ways to stay safe.	**Computing** **Micro Bit Hardware** Explore clipping blocks in a program and predict what will happen while making connections with programming interfaces.
		The Den	**Creative Media** **Digital Media** Explore and develop skills in creating digital media (DVD/Movie covers, Billboards) using photo editor software: Adobe Photoshop.		**Staying Safe in the Digital World** **Internet Safety** Explore and develop knowledge in the dangers of being online and ways to stay safe.	**Use of IT in the real world -** **Developing skills in using Excel** Explore and develop skills in using tools in Microsoft Excel. Students will be planning and creating a product as part of their assessment.	**Computing** **Scratch** Explore and develop skills in using tools in Scratch. Students will gain an insight in how programming works. Students will be planning and creating a product as part of their assessment.
	KS4	The Nook	**ASDAN – Towards Independence -** **Using Computer Technology** Section A – Know your computer Section B – Running a program or app		**ASDAN – Towards Independence -** **Using Computer Technology** Section E – Using the Internet Section F – Internet Shopping		**ASDAN – Towards Independence -** **Using Computer Technology** Section H – Games Section K – Using a Social Network Module Review – for leavers only