THE ARNEWOOD SCHOOL
KEY STAGE 3 IT

Implementation:

Build on the different experiences at KS2. Students are first taught to access the different features of our school network and are taught how they can safely access these features. They are then tested on aspects of the Windows interface and Office software in order to set them and best support them in their development in these environments, the overwhelmingly dominant environments globally. Students are continuously monitored and moved between sets as necessary, to support their development.

Year 7

Half term	Curriculum focus	Landmark assessment
Autumn 1	**Induction** – students will learn how to safely access the features of the school network. Students will then study a DTP unit to get used to the Microsoft Office Suite interface and imbed good practice with naming and saving folders and files using the school intranet.	Induction - online test DTP - overall assessment of the tasks completed.
Autumn 2	**E-Safety** – students will learn how to stay safe in the online environment by creating a video on the topic.	E-Safety – written test and assessment of movie.
Spring 1	**Spreadsheets** – students will explore the different features of spreadsheets and learn how to manipulate data by creating spreadsheets, graphs and charts for different scenarios.	Spreadsheets – Weekly tasks and final summative assessment at the end of the unit
Spring 2	**Binary numbers** – students will discover what makes a digital device and how binary number are used by computers. Learners will practise the conversion between Binary and denary numbers as well as performing arithmetic operations such as Binary addition and Binary shifting.	Weekly tasks and final summative assessment at the end of the unit
Summer 1	**Scratch programming** – students will improve their programming skills by completing programming task using sequence, selection, iteration, variables and subroutines.	Weekly tasks and final summative assessment at the end of the unit.

Summer 2	**Stop frame animation** – students will learn the main concepts behind computer animation to use Pivot animation software to create an animation on a given topic.	Stop frame animation – written test and assessment of animation.

Year 8

Half term	Curriculum focus	Landmark assessment
Autumn 1	**Databases** – students will explore the different features of databases and create a database table, form, report and query.	Databases – written test and assessment of database.
Autumn 2	**Micro:bit programming** – students will discover how programming can be used to interact with a microcontroller (micro:bit) and to create programming solutions that use hardware sensors.	Micro:bit programming – weekly programming tasks / annotations with a final summative assessment at the end of the unit.
Spring 1	**Kodu** - students will explore the different features of Kodu and learn to plan and create a playable 3D game level.	Kodu - written test and assessment of playable 3D game level.
Spring 2	**Computer logic** – students will explore the basic principles that govern modern computer at its most basic level. They will learn how logic gates work and how they can be combined in computer circuits.	Weekly tasks and final summative assessment at the end of the unit.
Summer 1	**Animation** - students will learn to use animation software to create an animation on a given topic. Learners will discover the use of layers, keyframes and tweens.	Animation - written test and assessment of animation.
Summer 2	**Information, Reliability and Bias** – students will explore how to identify reliable information when searching online.	Information, Reliability and Bias - overall assessment of the tasks completed.