



INFORMATION TECHNOLOGY

	Topic 1	Topic 2	Topic 3
Year 7	E-Safety Using technology safely, creative project combining multiple applications including Google Chrome and PowerPoint. <i>Part of the school's e-safety safeguarding policy.</i>	Understanding Computers Investigating programming languages including binary, learning about computer systems, types of storage and components of a computer.	Introduction to Algorithms Learning about what algorithms are and how sorting algorithms work, exploring basic programming language and visualising sorting networks.
Year 8	Spreadsheets Creative project combining multiple applications including Excel, Word and Google Maps. Learning how to use Excel and its programming language (Visual Basic).	Networks Learning about internet networks, how they work and are maintained. Includes learning about internal and external threats to cyber-attack and encryption. <i>Part of the school's e-safety safeguarding policy.</i>	Computer Control Learning about how computer systems are created to control electronic processes. Includes learning about how to create flowcharts to indicate the algorithm of control systems.
Year 9	User Interface Design Learners explore the features of an affective website interface. A creative research and design project linking into the optional BTEC in Digital IT course at KS4.	ICT for Business Learners investigate how to produce marketing and database systems. A creative research and design project linking into the optional BTEC in Enterprise and Digital IT courses at KS4.	Cloud computing Investigation of how cloud computing is used and how it works, including discussion around different types of encryption, communication devices and data protection. Links into the optional BTEC in Digital IT course at KS4. <i>Part of the school's e-safety safeguarding policy.</i>



INFORMATION TECHNOLOGY

Year 10 & Year 11— BTEC AWARD LEVEL 2

	Component 1	Component 2	Component 3
Digital Information Technology	<p>Exploring User Interface Design Principles and Project Planning Techniques</p> <p>Students will start by learning about the principles supporting the design of effective user interfaces and will then learn and apply project planning techniques to create their own user interface. Assessment is through an assignment set and marked by the class teacher.</p>	<p>Collecting, Presenting and Interpreting Data</p> <p>In this component, students learn about how data is collected and used by companies and organisations to support important decision making, using spreadsheet software. They will explore how to present information to help with understanding the outcomes it presents. Assessment is through an assignment set and marked by the class teacher.</p>	<p>Effective Digital Working Practices</p> <p>Students will explore how IT professionals work with digital solutions to integrate them into organisations, understand legislation and regulations applied to the IT industry, and examine security risks and solutions. This is assessed through an externally set and marked assignment drawing upon students' knowledge of the component.</p>

ONLINE RESOURCES FOR KS3: idea.org.uk/ Sign up for this free resource that has lots of activities that you can do to extend your learning in I.T., as well as other subjects such as citizenship, work skills and entrepreneurship. The I.T. specific activities are in the green 'worker' badges and the yellow 'maker' badges.

<https://code.org/> This is a great website if you're interested in coding and want to have a go at some of your own coding projects.

ONLINE RESOURCES FOR KS4: <https://www.knowitallninja.com/> On here you will have access to lessons and quizzes specifically about your Component 3 content. It's a great revision tool for your written exam and you can test you knowledge to help identify areas you need to work more on. Your class teacher will have added you to a virtual class so that they can check your progress.

idea.org.uk/ Sign up for this free resource that has lots of activities that you can do to extend your learning in I.T. The specific activities for this course can be found in the green 'worker' badges and the yellow 'maker' badges. You can do activities around User Interfaces and their design, digital pathways, collaborative technologies and more, covering all three components of your BTEC course.