	Curriculum Overview									
Y e r 7 L i n k s	E-Safety and Web Design <ul> <li>How can you stay safe online?</li> <li>What can you do if you are worried about something online?</li> <li>How do you report online concerns?</li> <li>How do you make a website?</li> <li>How you revise a website for a different audience</li> </ul> KS5           BTEC Digital Information Technologies – Component 1 Developing user interfaces         OCR Cambridge Technical in IT – Unit 6 Application Design           BTEC Digital Information Technologies – Component 3 – The Wider Implications of IT         The Wider Implications of IT		Components of Computer Systems ar What is a computer? What is the difference between h What does the CPU do? What is an operating system? Why do we need system applicati What are the key components you KS4 BTEC Digital Information Technologies – Component 3 – Effective Digital Working Practices	ardware and software? ons?	Networks and Protocols         • What is a Computer Network and how do they work?         • What hardware is required to set up a network in a school?         • How is Data Transmitted through a network?         • What is an internet service provider?         • What are the Protocols associated with networking computer systems, and what do they do?         • What are the legal issues surrounding data management?         KS4         BTEC Digital Information Technologies – Component         3 – Effective Digital Working Practices    OCR Cambridge Technical in IT – Unit 1 The Fundamentals of IT					
S k i I s	<ul> <li>Application Design</li> <li>Online Bullying</li> <li>Social Networking</li> <li>Digital Footprint</li> <li>Responsible internet usage</li> <li>Google Sites</li> <li>Effective Digital Working Practices</li> <li>Using advanced research tools</li> </ul>		<ul> <li>Effective Digital Working Practices</li> <li>Using advanced research tools</li> <li>Draw Conclusions</li> <li>Range of Hardware</li> <li>Range of Software</li> <li>Range of Operating systems</li> <li>Purpose of Utility Software</li> </ul>	5	<ul> <li>Fundamentals of networks including advantages / disadvantages.</li> <li>LAN &amp; WAN Topologies</li> <li>Wired Vs Wireless Introduction to networks This unit introduces several key concepts that are then covered in Hardware (Hub / Switch / Router / NIC / WAP)</li> <li>Internet / WWW Cloud</li> <li>Transmission Media (Copper / Fibre / Wireless)</li> <li>Network access models (Peer to peer / client server)</li> <li>IP addresses</li> </ul>					
N C	<ul> <li>Undertake creative projects that involve selecting, using across a range of devices, to achieve challenging goals, in needs of known users</li> <li>Create, reuse, revise and repurpose digital artefacts for design and usability</li> <li>Understand a range of ways to use technology safely, reprotecting their online identity and privacy; recognise in how to report concerns</li> </ul>	a given audience, with attention to trustworthiness, spectfully, responsibly and securely, including	<ul> <li>Understand the hardware and sof how they communicate with one</li> </ul>	ftware components that make up computer systems, and another and with other systems	Understand the hardware and software components that make up computer systems, and how they communicate with one another and with other systems					
Y e a r 8	<ul> <li>Data Representation</li> <li>How is simple Boolean logic [for example, AND, OR and</li> <li>How are numbers represented in binary?</li> <li>How do you add in binary?</li> <li>How do you convert decimal to binary?</li> <li>How can data of various types (including text, sounds an the form of binary digits?</li> </ul>		Algorithms & Programming How are algorithms used to creat. How can we develop an Algorithm How can we use graphical program How is Boolean logic [for example How to design and write procedu	n to include decisions? mmes to solve problems? e, AND, OR and NOT] used in programming?	Textual Programming         How are algorithms used to create programmes?         How can we use textual programmes to solve problems?         How can we programme computers to make decisions?         How can we improve the efficiency of programmes?					
L i k s	KS3 Algorithms & Programming - How is Boolean logic [ AND, OR and NOT] used in programming?	KS5 OCR Cambridge Technical in IT – Unit 1 The Fundamentals of IT	KS4 BTEC Digital Information Technologies – Component 3 – Effective Digital Working Practices	KS5 OCR Cambridge Technical in IT – Unit 1 The Fundamentals of IT OCR Cambridge Technical in IT – Unit 6 Application Design	KS4 BTEC Digital Information Technologies – Component 3 – Effective Digital Working Practices	KS5 OCR Cambridge Technical in IT – Unit 1 The Fundamentals of IT OCR Cambridge Technical in IT – Unit 6 Application Design				
S k i l s	<ul> <li>Effective Digital Working Practices</li> <li>Numerical Calculations</li> <li>Google Sheets/Excel</li> <li>Binary conversion</li> <li>Binary calculations</li> <li>Binary to text</li> </ul>		<ul> <li>Designing Flowcharts</li> <li>Using Pseudocode</li> <li>Using effective Digital Working Pr.</li> <li>Computational Thinking</li> <li>Scratch Software</li> <li>Draw Conclusions</li> </ul>		<ul> <li>Designing Flowcharts</li> <li>Using Pseudocode</li> <li>Using effective Digital Working Practices</li> <li>Computational Thinking</li> <li>Understanding Variables/ Data types/Input / output/ Arithmetic operators/ Selection/Iteration/Random/Debugging</li> <li>Design, use and evaluate computational abstractions that model the state and behaviour of real-world</li> </ul>					
N C	<ul> <li>Understand simple Boolean logic [for example, AND, OF programming; understand how numbers can be represe operations on binary numbers [for example, binary add</li> <li>Understand how instructions are stored and executed w various types (including text, sounds and pictures) can be binary digits</li> </ul>	ented in binary, and be able to carry out simple ition, and conversion between binary and decimal] vithin a computer system; understand how data of	<ul> <li>real-world problems and physical</li> <li>Understand several key algorithm sorting and searching]; use logical for the same problem</li> <li>Use 2 or more programming lange computational problems; make approximational problems</li> </ul>	ational abstractions that model the state and behaviour of systems is that reflect computational thinking [for example, ones for I reasoning to compare the utility of alternative algorithms uages, at least one of which is textual, to solve a variety of ppropriate use of data structures [for example, lists, tables or ular programs that use procedures or functions	<ul> <li>belog, doe that compare to inpredictions that model the state and behaviour of real world problems and physical systems</li> <li>Understand several key algorithms that reflect computational thinking [for example, ones for sorting and searching]; use logical reasoning to compare the utility of alternative algorithms for the same problem</li> <li>Use 2 or more programming languages, at least one of which is textual, to solve a variety of computational problems; make appropriate use of data structures [for example, lists, tables or arrays]; design and develop modular programs that use procedures or functions</li> </ul>					
Y e r 9	<ul> <li>Control with Flowol</li> <li>How are Flowcharts used to solve real world problems?</li> <li>How are sequences used in developing control systems?</li> <li>How are sensors used in developing control systems?</li> <li>How can the use of subroutines make programs more efficient?</li> <li>How are actuators used in control systems?</li> <li>How are variables used in control systems?</li> </ul>	Multi-Media To create a Super Trailer which selects, uses and combines multiple applications which could be used on social media to promote a film. Demonstration of imaginative application of production skills and techniques when reworking aspects of an existing media product, leading to creative outcomes.	<ul> <li>Spreadsheet Modelling</li> <li>Understand the basic functions in</li> <li>Ask 'What if' questions</li> <li>Use Count functions</li> <li>Use Pivot Tables and Vlookup functional formatting and Va</li> <li>Apply Macros and create charts</li> </ul>		<ul> <li>Cyber-Security and Legislation</li> <li>What are System Attacks?</li> <li>What is Social Engineering?</li> <li>How can User Restrictions be applied?</li> <li>How can Ethical Hacking help businesses protect logical content?</li> <li>What is Data Protection legislation?</li> </ul>					

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up a network in a school?										
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L	<u>KS4</u>	<u>KS5</u>	<u>KS4</u>	<u>KS5</u>		KS4 KS5			<u>KS4</u>				
n k s	BTEC Digital Information Technologies – Component 3 – Effective Digital Working Practices	OCR Cambridge Technical in IT – Unit 2 Global Information	BTEC Digital Information Technologies – Component 1 Developing user interfaces	OCR Cambridge Te – Unit 6 Applicatio		Collecting, Pre Interpreting D	– Component 2 – esenting and Pata		idge Technical in IT – Unit 2 Global Informatic		3 – Effective Digital Working Practices		
S k I I S	<ul> <li>Computational Thinkin</li> <li>Developing Flowchart:</li> <li>Sequencing instruction</li> <li>Draw Conclusions</li> <li>Developing control sol</li> <li>Using effective Digital</li> </ul>	<ul> <li>Develop a Narrative Structure</li> <li>Create a Storyboard to plan a trailer</li> <li>Use movie making software to import media to a timeline</li> <li>Crop movie clips to an appropriate length</li> <li>Apply transitions</li> <li>Add Audio and adjust volume at key moments</li> <li>Create and import a title card using graphics software</li> </ul>			<ul> <li>Understand the basic functions in a spreadsheet to help calculate totals</li> <li>Ask 'What if' questions</li> <li>Use Count functions</li> <li>Use Pivot Tables and Vlookup functions</li> <li>Use conditional formatting and Validation methods</li> <li>Apply Macros and create charts</li> </ul>					<ul> <li>Using advanced research tools</li> <li>Using effective Digital Working Prac</li> <li>Draw Conclusions</li> </ul>			
N C	<ul> <li>Design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems</li> <li>Understand several key algorithms that reflect computational thinking [for example, ones for sorting and searching]; use logical reasoning to compare the utility of alternative algorithms for the same problem</li> <li>Use 2 or more programming languages, at least one of which is textual, to solve a variety of computational</li> <li>Undertake constructions and physical systems</li> <li>Undertake constructions and physical sy</li></ul>			, and combining multiple eferably across a range of devices, enging goals, including collecting			<ul> <li>Design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems</li> <li>Undertake creative projects that involve selecting, using, and combining multiple applications preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users</li> </ul>					Understand a range of ways to use the protecting their online identity and how to report concerns	
Y e a r 1 0	BTEC Digital Information Te Interpreting Data Assignment 1: Data Collect	BTEC Digital Information Technologies – Component 2 – Collecting, Presenting and Interpreting Data Assignment 2: Collecting, Presenting and Interpreting Data		BTEC Digital Information Technologies – Component 2 – Collecting, Presenting and Interpreting Data Assignment 3: Conclusion and Recommendations Based on the Analysis of the Data			BTEC Digital Information Technologies – Component 3 – Effe Digital Working Practices LAA Modern Technologies						
L i k s	KS3     KS5       Spreadsheet Modelling     OCR Cambridge Technical in IT – Unit 2 Global Information		- Unit 2 Global	KS3KS5Spreadsheet Modelling Algorithms & Programming Textual ProgrammingOCR Cambridge Technical in IT – Unit 2 Global Information		KS3     KS5       Spreadsheet Modelling     OCR Cambridge Technical in IT – Unit 2 Global Information		KS3 Components of Computer Systems and their functions Networks and Protocols		KS5 OCR Cambridge Techni – Unit 1 The Fundamer IT			
S k i I S	Research Effective Digital Working Practices			Using spreadsheet Software including a range of formulas and functions Effective Digital Working Practices			Analysing Data C Draw Conclusions N			Research Google Docs Networks Effective Digital Working Practices			
Y e a r 1 1	BTEC Digital Information Technologies – Component 1 Developing user interfaces Assignment 4: The User Interface			BTEC Digital Information Technologies – Component 1 Developing user interfaces Assignment 5: The Project Plan			Developing user interfaces			BTEC Digital Information Technologies – Component 3 – Effe Digital Working Practices LAC: The Wider Implications			
L	<u>KS3</u>	<u>KS5</u>		<u>KS3</u>	<u>KS5</u>		<u>KS3</u>		<u>KS5</u>	<u>KS3</u>		<u>KS5</u>	
n k s	Web Design Components of Computer Systems and their functions	OCR Cambridge Technical in IT - Design OCR Cambridge Technical in IT - & Marketing		Web Design Components of Computer Systems and their functions	in IT – Unit Design		Web Design Components of Comp and their functions	uter Systems	OCR Cambridge Technical in IT – Unit 6 Application Design OCR Cambridge Technical in IT – Unit 13 Social Media & Marketing	E-Safety Networks and Pro Cybersecurity	tocols	OCR Cambridge Techni – Unit 1 The Fundamer IT OCR Cambridge Techni – Unit 2 Global Informa	
S k i I S	<ul> <li>k tools, Consistent Design Approaches</li> <li>Effective Digital Working Practices</li> <li>Google Docs</li> </ul>			Gantt Charts Storyboards Mood boards PowerPoint/presentation skills Effective Digital Working Practices			Questioning Onli			Online Safety Effective Digital W	Online Safety Effective Digital Working Practices		

		<u>KS5</u>									
es – Component s		OCR Cambridge Technical in IT – Unit 2 Global Information									
ractices											
		ly, respectfully, responsibly ise inappropriate content,	y and securely, including contact and conduct, and know								
ffootive	DTEC	Divital Information Tasks	ologios Component 2								
Effective	Effec	Digital Information Technologies – Component 3 – tive Digital Working Practices Cybersecurity									
nnical in IT	<u>KS3</u> E-Saf	ety	KS5 OCR Cambridge Technical in IT								
		rsecurity	– Unit 2 Global Information								
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Effective	Effec	C Digital Information Technologies – Component 3 – tive Digital Working Practices Forms of Notation									
<u>KS3</u>			<u>KS5</u>								
nnical in IT nentals of	Cont	rol using Flowol	OCR Cambridge Technical in IT – Unit 6 Application Design								
nnical in IT mation			OCR Cambridge Technical in IT – Unit 2 Global Information								
	Flow Data Infor	tive Digital Working Practic Charts Flow Diagrams mation flow diagrams putational Thinking	ces								

Y	Assignment 1 Assignment 2		Assignm		Assignment 3	gnment 3		Assignment 4		OCR Cambridge Technical in IT – Unit 1 The				
e							Gather client requirements for an application solution Conduct a feasibility study of different solutions for the		Illustrate the requirements, functioning, and designs of an application solution, using diagrams		s Fundamentals of IT Understand computer hardware			
r				n on the impact of mobile technologies on businesses			client requirements		Justify design choices identifying the advantages and					
1				st different operating systems used in mobile technology			Investigate the mobile technological requirements for an		disadvantages of each		Understand business IT systems			
2				implications of the use of mobile technologies ity of mobile technologies for different situations			identified business need Plan a mobile technological solution for an identified				Understand employability and communication skills			
					ty of mobile technologies for unreferit situations			business need				used in an IT environment Understand ethical and operational issues and threats to		
								Prepare a technology business plan to support the				computer systems		
							implementation of the mobile technological solution for the business.							
L	Ŀ	<u>KS3</u> <u>KS4</u>		<u>KS3</u>	KS4		KS3 KS4		KS3 KS4		<u>KS3</u>	KS4		
i n	E	,	EC Digital Information chnologies – Component 1	Networks and Protoco	ols BTEC Digital Information Technologies – Component 1 Developing user interfaces		Components of Computer	BTEC Digital Information Technologies – Component 1 Developing user interfaces	Control with Flowo <u>l</u>	BTEC Digital Information Technologies – Component 1	Yr 7 Hardware / Software/ Networks	BTEC Digital Information Technologies – Component 3		
k			veloping user interfaces		component i Developing user interfaces		Systems and	component i Developing user internaces	FIOWOL	Developing user interfaces	Software, Networks	– Effective Digital Working		
s	_							their functions					Practices	
S k		How applications are designed Understanding and investigating	g mobile technologies	-					Investigating solutions for the use of mobile technologies Generating designs for application solutions		Generating designs for application solutions Presenting solutions to meet client and user		Understand computer hardware Understand Computer Software	
i		Understand computer hardware		Understand compute	-			Preparing Business Plans		requirements		Understand business IT systems		
	Understanding and investigating mobile technologies Understand comput				er software			Preparing Feasibility Studies		Flowcharts		Understand employability and communication skills		
s I	Investigating solutions for the use of mobile technologies Understand computer hardware Understand computer software				Und			Understand com	iputer software	Data Flow Diagrams		used in an IT environment Understand ethical and operational issues and threats to		
													computer systems	
Y	-	Assignment 5			Assignment 6			Assignment 7 OC			CR Cambridge Technical in IT – Unit 2 Global Information			
e		Present a proposed design soluti			Outline the tools available for digital marketing						Inderstand where information is held globally and how it is			
a r	· · · · · · · · · · · · · · · · · · ·				Explain the stages of the digital marketing life cycle Describe how social media may be used to gather data			5			transmitted Understand the styles, classification and the management of			
1					Describe the legal and ethical restrictions on the use of social media as part of digital			identified business objectives g			lobal information	-		
3	3 Implement improvements based on the analysed client and/or user feedback				marketing campaigns							nformation and the benefits to		
		Promote the mobile technologic			Explain how data is used as part of social media digital marketing campaigns Assess the impact of digital marketing on an identified product			aigns	objectives Recommend adaptations to current business processes to support social media activities			individuals and organisations Understand the legal and regulatory framework governing the		
	Improve the proposed mobile technological solution based on stakeholder feedback			in statemolider	Assess the impact of digital marketing on an identified product				Justify the use of identified social media cha				orage and use of global information	
	Predict the effectiveness of the mobile technological solution for the identified			n for the identified							Understand the process flow of information Understand the principles of information security			
	_	business need KS3 KS4	1		KS3		KS4		KS3		KS4 KS3		nformation security KS4	
i			<u>+</u> EC Digital Information Techno	logies – Component	Networks and Prot			on Technologies	Networks and Protocols	I —		<u>Syber-Security</u> and	BTEC Digital Information	
n		1 Developing user interfaces		<b>.</b>	Cyber-Security and				Cyber-Security and Legislation	Component 3 – Effective Digital Working		egislation	Technologies – Component 3	
k						Working Practices						preadsheet Modelling Control with Flowol	<ul> <li>Effective Digital Working</li> <li>Practices</li> </ul>	
S														
S					Outline tools						Understand where information is held globally and how it is			
к i	k Negotiate adaptations     i Improve solutions based on stakeholder feedback				Explain the stages of the digital marketing life cycle Describe how social media may be used to gather data						transmitted Understand the styles, classification and the management of			
i	I Predict the effectiveness of solutions				Describe the legal and ethical restrictions on the use of social media as part of digital						global information			
I	1				marketing campaigns						Understand the use of global information and the benefits to			
S	S				Explain how data is used as part of social media digital marketing campaigns Assess the impact of digital marketing on an identified product						individuals and organisations Understand the legal and regulatory framework governing the			
					Assess the impact of digital marketing of all lutertified product						storage and use of global information			
							Ur			Understand the process flow of information				
								Un			Inderstand the principles of information security			