Department Curriculum Map 2014-15

Department	ICT

Skills required in Year 11

- Research
- Analysis
- Application of skills
- Testing
- Evaluation

Year	AUT1	AUT2	SPR1	SPR2	SUM1	SUM2	Secured
11 Option Skills Covered	Understanding of how to research existing spreadsheet designs and analyse how they are used in the real world.	Applying skills of how to create a business spreadsheet using features from research in a suitable document. Testing and evaluation of a spreadsheet design.	Understanding of how to research existing video games designs and analyse how they are used in the real world.	Applying skills of how to create a video game using features from research in a suitable scratch document. Testing and evaluation of a game design. Revision of BO61- ICT in today's world using year 10 work.	Revision of BO61 continued. Revision of BO63 – ICT in context. Preparation of exam notes using OCR specified scenario.		
Theme/ Focus/ Content	B062 – ICT in a business context	B062 – ICT in a business context	B064 – Creative use of ICT	B064 – Creative use of ICT BO61- ICT in today's world	BO61- ICT in today's world BO63 – ICT in context.		

10 Skills Covered	Understanding of how to research existing database designs and analyse how they are used in the real world. Applying skills of how to create a business database using features from research in a suitable access document.	Testing and evaluation of a database design. Use of modifications to a software design. Understanding of how to research existing website designs and analyse how they are used in the real world.	Applying skills of how to create a business website using features from research in a suitable access document. Testing and evaluation of a website design using success criteria and modifications.	Testing and evaluation of a website design using success criteria and modifications. Applying skills of how to create a business website using features from research in a suitable access document.	Applying skill to incomplete tasks – PowerPoint presentation tools, spreadsheets. Creating reports on data loss and file protection.	Applying skill to incomplete tasks – mail merge and databases. Evidencing of the working process by explaining using ICT words.	
Theme/ Focus/ Content	R004 – Databases. Creation of a system for an online card company.	R004 – Databases. Creation of a system for an online card company.	R005 – Interactive media product. Creating a website for an online company.	R005 – Interactive media product. Creating a website for an online company.	R002 – Business Solutions. Creatinga range of software solutions for a streaming service.	R002 – Business Solutions. Creatinga range of software solutions for a streaming service.	
9 Skills Covered	Using image manipulation software – combining text, images and manipulation tools.	Creating an animated sequence using frames, images, text and timed sequences.	Use queries with AND/OR/NOT) & reuse/re-presenting digital information AND relational databases. Exploring forms, reports and menus.	Explain how data of various types can be represented and manipulated in the form of binary digits including numbers. Mathematic codes and equations.	Using filters, data entry, formatting tools and formulas.	Creating a project using design, animation, and data entry and coding.	
Theme/ Focus/ Content	Magazine design – using publisher to create a professional standard magazine cover and article.	Flash – using software to create animation presentations.	Further Databases – exploring the complex features of a database system.	Computing Maths – studying the use of binary and coding in various software.	Spreadsheets - exploring the complex features of a spreadsheet system.	Project – combining the skills and applying them to a presentation piece.	

8 Skills Covered	Explain how data of various types can be represented and manipulated in the form of binary digits including numbers, text, sounds and pictures, and be able to carry out some such manipulations by hand.	Use programming language to solve a variety of computational problems.	Create, reuse, revise and repurpose digital artefacts for a given audience with attention to trustworthiness design and usability.	Understand the hardware and software components that make up networked computer systems, how they interact, and how they affect cost and performance; explain how networks such as the internet work; understand how computers can monitor and control physical systems.	Use queries with AND/OR/NOT) & reuse/re-presenting digital information AND relational databases	Use creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals and meeting the needs of known users.	
Theme/ Focus/ Content	Introduction to Binary (data representation and simple maths)	Use text based programming & Data Types, Storing & Executing Instructions.	Use Photoshop to look at purposes of graphics and basic editing.	Theory based unit enabling students to understanding hardware, software and networks.	To develop database skills from year 7 to include relational databases, queries and customising reports	To create a website using web 2.0 for a given scenario.	
7 Skills Covered	Understand range of ways to use technology, safely, respectfully, responsibly and securely including protecting their online identity and privacy.	Use programming language to solve a variety of computational problems.	Use data structures such as tables or arrays; understand simple Boolean logic (such as AND, OR and NOT) and its use in determining which parts of a program are executed; use Boolean logic and wild-cards in search or database queries.	Use programming language to solve a variety of computational problems.	Consolidation of all previous year 7 computing skills to create an end of year project. To 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		

Theme/ Focus/ Content	E-Safety Understanding phishing, cyberbullying, mobile technology and staying safe online.	Use the program Scratch to create an interactive game evaluated by users.	Creating a Database for an online streaming company.	Use Kodu for problem solving and packaging a game for a specific audience and purpose.	Creativity project with cross platform problem solving, presentation and creativity tools employed. Incorporate learning from all units taught this year.	