

St. Mary's Catholic High School

COMPUTING YEAR 1 LONG TERM PLAN with CURRICULUM STANDARDS

YEAR 1	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8	
Term 1	YR1/1(1)	YR1/2(1)	YR1/3(1)	YR1/4(1)	YR1/5(1)	YR1/6(1)	YR1/7(1)	YR1/8(1)	
	COMPUTATIONAL THINKING								
	Introduction to computers – What's a computer?	Different types of computers	Parts of computer- Hardware units	Differentiate between hardware and software	What's coding?	Introduction to programming	Basics of algorithm	Flowchart-symbols and its functions	
Term 1	YR1/9(1)	YR1/10(1)	YR1/11(1)	YR1/12(1)	YR1/13(1)	YR1/14(1)	YR1/15(1)	YR1/16(1)	
	KEYBOARD SKILLS				OUR AMAZING WORLD				
	Keyboard Skills - Working with alphabets	Typing sentences	Keyboard skills – working with numbers	Typing Simple words using the keyboard	Using word bank	Virtual Experiments	Virtual experiments- Growing Plants	Virtual experiments- Sound and Hearing	
YEAR 1	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8	
Term 2	YR1/17(1)	YR1/18(1)	YR1/19(1)	YR1/20(1)	YR1/21(1)	YR1/22(1)	YR1/23(1)	Yr1/24(1)	
	GRAPHICS WORLD							HANDLING DATA	
	Introduction to Paint- Identifying Paint tools	Drawing using Paint	Use of geometrical shapes and applying colors	Creating a picture using shapes	Introducing Tux Paint tools	Drawing using straight lines	Creativity in coloring pictures	Use of Pictogram	
Term 2	YR1/25(1)	YR1/26(1)	YR1/27(2)		YR1/28(1)	YR1/29(1)	YR1/30(1)	YR1/31(1)	
	HANDLING DATA				COMPUTATIONAL THINKING				
	Collecting information for a pictogram	Entering information into a pictogram	Making your own Pictogram	Making your own pictogram	Introduction to Scratch Programming	Scratch tools	Instructions- Following instructions	Different types of instructions	

COMPUTING YEAR 2 LONG TERM PLAN with CURRICULUM STANDARDS

YEAR 2	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 1	YR2 /1(1)	YR2 /2(1)	YR2/3(1)	YR2/4(1)	YR2/5(1)	YR2/6(1)	YR2/7(1)	YR2/8(1)
	GRAPHICS WORLD							
	Introduction to Tux Paint	Drawing using TuxPaint	Use of tools and magic tools	Coloring images	Shapes and Colours	Straight lines	Making Pictures and background	Drawing using geometrical shapes and typing text
Term 1	YR2/9(1)	YR2/10(1)	YR2/11(1)	YR2/12(1)	YR2/13(1)	YR2/14(1)	YR2/15(1)	YR2/16(1)
	COMPUTATIONAL THINKING							
	What is an algorithm?	Creating an algorithm	Algorithmic Notations-A flow chart	Algorithms in your life	What is coding?	What is scratch?	Working with sprites	Choosing a sprite -Paint a sprite
YEAR 2	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 2	YR2/17(1)	YR2/18(1)	YR2/19(1)	YR2/20(1)	YR2/21(1)	YR2/22(1)	YR2/23(1)	YR2/24(1)
	COMPUTATIONAL THINKING				KEYBOARD SKILLS			
	Simple script	Script for new looks	TuxTyping- Alphabets	Typing numbers	Typing medium,long, short words	Working with word processor	Typing simple words	Typing a simple poem
Term 2	YR2/25(1)	YR2/26(1)	YR2/27(1)	YR2/28(1)	YR2/29(1)	YR2/30(1)	YR2/31(1)	YR2/32(1)
	KEYBOARD SKILLS			OUR AMAZING WORLD			HANDLING DATA	
	Creating your own poem	Making a story- Telling a story	Virtual experiments- Health and Growth	Plants and animals- Variation	Virtual experiments- Forces and Movement	Pictograms to answer questions	Creating a simple Pictogram	Use of special characters and numbers- TuxMath

COMPUTING YEAR 3 LONG TERM PLAN with CURRICULUM STANDARDS

YEAR 3	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 1	YR3/1(1)	YR3/2(1)	YR3/3(1)	YR3/4(1)	YR3/5(1)	YR3/6(1)	YR3/7(1)	YR3/8(1)
	<i>MS WORD-WORD PROCESSING SKILLS</i>							
	Creating images in MS Word	Font in MS Word	Paragraph in MS Word	Improving text	Font and Paragraph	Creating Tables	Adding Pictures	Creating a magazine using image editing tools
Term 2	YR3/9(1)	YR3/10(1)	YR3/11(1)	YR3/12(1)	YR3/13(1)	YR3/14(1)	YR3/15(1)	YR3/16(1)
	<i>COMPUTATIONAL THINKING</i>				<i>OUR AMAZING WORLD</i>			
	Problem Solving- Algorithms	Sequencing an Algorithm	Introduction to Flowchart	Algorithms and Flowcharts	Error identification and Correction in Algorithms	Exploring real life Events-Planting a Seed	Virtual Experiments- Sounds and Hearing	Virtual Experiments- Plants and Animals and Sound Circus ,Lights and shadows
YEAR 3	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 2	YR3/17(1)	YR3/18(1)	YR3/19(1)	YR3/20(1)	YR3/21(1)	YR3/22(1)	YR3/23(1)	YR3/24(1)
	<i>DATA HANDLING-SPREADSHEET SKILLS</i>			<i>DB SKILLS</i>		<i>COMPUTATIONAL THINKING</i>		
	Introduction to Spreadsheet	Creating charts in Spreadsheet	Creating Tables in Spreadsheet	Introduction to Database Management	Getting started with scratch- First scratch Project	Coding With scratch-Choosing Sprite direction and applying motion	Introducing Loops	Simple Animation
Term 2	YR3/25(1)	YR3/26(1)	YR3/27(1)	YR3/28(1)	YR3/29(1)	YR3/30(1)	YR3/31(1)	YR3/32(1)
	<i>GRAPHICS WORLD</i>		<i>LOGIC REASONING SKILLS-TUX MATH</i>		<i>COMMUNICATION AND NETWORKS</i>			
	Working with Paint Tools	Introducing Tux Math	Tux Paint- Creating an image	Internet	Online Services	Email	Computer Hardware and Software	E-Safety

COMPUTING YEAR 4 LONG TERM PLAN with CURRICULUM STANDARDS

YEAR 4	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8	
Term 1	YR4/1(1)	YR4/2(1)	YR4/3(1)	YR4/4(1)	YR4/5(1)	YR4/6(1)	YR4/7(1)	YR4/8(1)	
	WORD PROCESSING							COMPUTATIONAL THINKING	
	MS Word- Paragraph	Word Processing- Text Wrapping and Alignments	Word Processing- Merge, Split, Gridlines, Borders and Shading	Creating sequence of Events using - Copy, Cut and Paste	Improving text- Spell check	Graphics using editing tools	Creating Newspaper Layout	Algorithm-Solving a Problem	
Term 1	YR4/9(1)	YR4/10(1)	YR4/11(1)	YR4/12(1)	YR4/13(1)	YR4/14(1)	YR4/15(1)	YR4/16(1)	
	COMPUTATIONAL THINKING				DATABASE MANAGEMENT SKILLS			SPREADSHEET	
	Error debugging in an Algorithm	Flowchart- Symbols and Notations	Flowchart from Algorithm	More on Flowchart and Algorithm	Structure and Data types	Tables in database	Sorting	Spreadsheet Structure and Arithmetic operations	
YEAR 4	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8	
Term 2	YR4/17(1)	YR4/18(1)	YR4/19(1)	YR4/20(1)	YR4/21(1)	YR4/22(1)	YR4/23(1)	YR4/24(1)	
	DATA HANDLING-SPREADSHEET SKILLS			COMPUTATIONAL THINKING				GRAPHICS	
	Generating a calendar	Types of Graphs in Spreadsheet	Scratch- Basics of Coding	Implementing loops in Scratch(If-Then)	Implementing loops in Scratch(If-Then-Else, Forever)	Coding for animation	Working with Math operators	Introduction to Paint-Copy and Resizing	
Term 2	YR4/25(1)	YR4/26(1)	YR4/27(1)	YR4/28(1)	YR4/29(1)	YR4/30(1)	YR4/31(1)	YR4/32(1)	
	GRAPHICS		LOGICAL SKILLS		OUR AMAZING WORLD		COMMUNICATIONS AND NETWORKS		
	Creating repeated patterns using Symmetric tool	Practising TuxMath- Logical skills	Virtual Experiments- Looking after your teeth	Virtual Experiments- Changing Solids to Liquids	Email	Impacts of Networks	E-Safety, Methods to stay online Safe	E-Safety-Social Impacts of Networks	

COMPUTING YEAR 5 LONG TERM PLAN with CURRICULUM STANDARDS

YEAR 5	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 1	YR5/1(1)	YR5/2(1)	YR5/3(1)	YR5/4(1)	YR5/5(1)	YR5/6(1)	YR5/7(1)	YR5/8(1)
	ALGORITHMS				PROGRAMMING AND DEVELOPMENT			
	Interpretation and Applications	Step by step instructions	Error Correction in an Algorithm	Representation of an algorithm	Introduction to Programming and Development	Variables in Python	Coding for a user input	Fixing Errors
Term 1	YR5/9(1)	YR5/10(1)	YR5/11(1)	YR5/12(1)	YR5/13(1)	YR5/14(1)	YR5/15(1)	YR5/16(1)
	WORD PROCESSING SKILLS				DATABASE MANAGEMENT SKILLS			
	Advanced Features in MS Word	Text Wrapping	Tables-Alignment of Text	More on Tables	Database Elements	Database in MS Access	Table Creation- Design view/Datasheet view	Sorting & Filter using single field
YEAR 5	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 2	YR5/17(1)	YR5/18(1)	YR5/19(1)	YR5/20(1)	YR5/21(1)	YR5/22(1)	YR5/23(1)	YR5/24(1)
	SPREADSHEET SKILLS				PRESENTATION SKILLS			GRAPHICS
	Basic Structure	Creating Charts/Graphs	Basic formulae for arithmetic operations	Basic Functions	Introduction to Presentation	Animation and Transition Effects	Tables and Charts in presentation	Creating images using graphical skills
Term 2	YR5/25(1)	YR5/26(1)	YR5/27(1)	YR5/28(1)	YR5/29(1)	YR5/30(1)	YR5/31(1)	YR5/32(1)
	GRAPHICS	COMPUTATIONAL THINKING	COMMUNICATIONS AND NETWORKS				E-SAFETY	
	Using Image editing tool	Introduction to Scratch	Input and Output peripheral	Software Applications	Methods to Secure data and personal information	Communications and Networks- Communication of digital devices	File Handling	Forms of Attacks

COMPUTING YEAR 6 LONG TERM PLAN with CURRICULUM STANDARDS

YEAR 6	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 1	YR6/1(2)	YR6/2(2)	YR6/3(2)	YR6/4(2)	YR6/5(2)	YR6/6(2)	YR6/7(2)	YR6/8(2)
	ALGORITHMS				PROGRAMMING AND DEVELOPMENT			
	Definition of an Algorithm	Creation and Decomposition	Identifying and Debugging Errors	More on Algorithms	Introduction to Programming and Development	Data types and Programming fundamentals	Coding in Python	Locating and Fixing Errors
Term 1	YR6/9(2)	YR6/10(2)	YR6/11(2)	YR6/12(2)	YR6/13(2)	YR6/14(2)	YR6/15(2)	YR6/16(2)
	WORD PROCESSING SKILLS			DATABASE MANAGEMENT SKILLS			SPREADSHEET SKILLS	
	Paragraph and Font Formatting	Formatting Tables	Different Document Types	Structure and Data type	Creating Database and Table	Sorting and Search/Query	Spreadsheet Elements	Formulae for Arithmetic Operators
YEAR 6	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 2	YR6/17(2)	YR6/18(2)	YR6/19(2)	YR6/20(2)	YR6/21(2)	YR6/22(2)	YR6/23(2)	YR6/24(2)
	PRESENTATION SKILLS			GRAPHICS	FILE HANDLING	HW&SW	COMMUNICATIONS AND NETWORKS	
	Functions-AVERAGE	Creating Slides	Hyperlinks in Presentation	Image editing tools to create an image	Handling Files	Selection of software and digital devices	Impacts of Networks	Stay Safe Online
Term 2	YR6/25(2)	YR6/26(2)	YR6/27(2)	YR6/28(2)	YR6/29(2)	YR6/30(2)	YR6/31(2)	YR6/32(2)
					BIGGER PICTURE		INFORMATION TECHNOLOGY	
	Content, Contact and Conduct	Online Communities	Online Services	Handling Information	Impacts of technology	More on technologies	Features of Software Applications	More on Information Technology

COMPUTING YEAR 7 LONG TERM PLAN with CURRICULUM STANDARDS

YEAR 7	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 1	YR7/1.1(2)	YR7/1.2(2)	YR7/1.3(2)	YR7/1.4(2)	YR7/1.4(2)	YR7/1.5(2)	YR7/4.1(2)	YR7/4.2(2)
	<i>COMPUTATIONAL THINKING</i>					<i>INTRODUCING PYTHON</i>		
	Computational thinking	Pattern recognition	Flowcharts	Selection	If ...then...else statement	Loops	Introduction to Python	Create & run a program
Term 1	YR7/4.3(2)	YR7/4.4(2)	YR7/4.5(2)	YR7/4.5(2)	YR7/2.1(2)	YR7/2.2(2)	YR7/2.3-2.4(2)	YR7/2.5-2.6(2)
	<i>INTRODUCING PYTHON</i>				<i>APP INVENTOR</i>			
	Variables in a program	Plan a process	Relational operator	Mathematical/ Logical operator	Design touchscreen interface	Create program code	Reset button & display image	Password & testing
YEAR 7	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 2	YR7/5.1(2)	YR7/5.2(2)	YR7/5.3(2)	YR7/5.4(2)	YR7/5.5(2)	YR7/6.1(2)	YR7/6.2(2)	YR7/6.3(2)
	<i>INFORMATION TECHNOLOGY</i>				<i>CREATIVE COMMUNICATION</i>			
	Understanding Input devices	Identifying output and storage devices	Undersatnding Software	Connecting Computers together	Staying safe on the Internet and watch out	Starting HTML	Using tags	Formatting Text
Term 2	YR7/6.4(2)	YR7/6.5 - 6.6(4)		YR7/3.1 - 3.2(2)	YR7/3.3(2)	YR7/3.4(2)	YR7/3.5(2)	YR7/3.6(2)
	<i>CREATIVE COMMUNICATION</i>			<i>DATA AND THE CPU</i>				
	Designing your webpage	Creating a webpage and Editing a webpage		About computers and its storage capacity	From Decimal to Binary	Counting in Binary	Using codes	The Codes Computer use

COMPUTING YEAR 8 LONG TERM PLAN with CURRICULUM STANDARDS

YEAR 8	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 1	YR8/1.1(2)	YR8/1.2(2)	YR8/1.3(2)	YR8/1.5(2)	YR8/1.5(2)	YR8/1.4(2)	YR8/1.4(2)	YR8/1.6(2)
	COMPUTATIONAL THINKING							
	Computational thinking to solve a problem	Using Pseudocode	Abstraction & Exhaustive Search Algorithm	Serial search	Binary Search	Insertion Sort	Bubble Sort	Greedy Algorithm
Term 1	YR8/4.3(2)	YR8/4.4(2)	YR8/4.5(2)	YR8/4.5(2)	YR8/2.1(2)	YR8/2.2(2)	YR8/2.3-2.4(2)	YR8/2.5-2.6(2)
	DATA AND THE CPU							
	Bits,bytes and base2	Adding in binary	Measuring computer memory	Digital images	Data representation colours	Image quality	Revision on binary search and greedy algorithm	Revision on insertion sort and bubble sort
YEAR 8	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 2	YR8/5.1(2)	YR8/5.2(2)	YR8/5.3(2)	YR8/5.4(2)	YR8/5.5(2)	YR8/6.1(2)	YR8/6.2(2)	YR8/6.3(2)
	INTRODUCING PYTHON							
	Introducing Python(variables/datatypes/Arithmetic operators)	Validate input using if	Repeat using for loop	Repeat using for loop	Exit condition using while loop	Exit condition using while loop	Make a list	Find the largest value in the list
Term 2	YR8/6.4(2)	YR8/6.5(2)	YR8/6.5(2)	YR8/3.1 - 3.2(2)	YR8/3.3(2)	YR8/3.4(2)	YR8/3.5(2)	YR8/3.6(2)
	INFORMATION TECHNOLOGY							
	*Connecting to the internet & Hardware and protocols for the Internet *Sending data & Searching the web *Narrowing your search & Following your route online	Plan your project	Structuring a web page	Creating HTML links, Adding Images	Formative Features using Microsoft Excel	Creating graph using Microsoft Excel	Revision - For loop	Revision - While loop
CREATIVE COMMUNICATION								

YEAR 9 LONG TERM PLAN with CURRICULUM STANDARDS

ICT THEORY

YEAR 9	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8	
Term 1	YR9/1 (2)	YR9/2 (2)	YR9/3 (2)	YR9/4 (2)	YR9/5 (2)	YR9/6 (4)		YR9/7 (2)	
	<i>TYPES OF DIGITAL DEVICES</i>					<i>FEATURES OF DIGITAL DEVICES</i>			
	Digital Devices -mainframe computers, microprocessors, laptop and desktop computers			Digital Devices - Mobile Phones and other digital devices	Digital Devices - Navigational aids	Features of digital devices		REVISION	
Term 1	YR9/8 (4)		YR9/9(4)		YR9/10(4)		YR9/11(4)		
	<i>SOFTWARE</i>								
	Software-Purpose and tools such as Utilities		Role/Function of the operating system		Software applications (apps)		Types of software licensing	Purpose of Communication Software,Software update and possible risks to data/systems	
YEAR 9	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8	
Term 2	YR9/12(4)		YR9/13(4)		YR9/14(2)	YR9/15(2)	YR9/16(2)	YR9/17(2)	
	<i>PERIPHERAL DEVICES</i>					<i>STORAGE DEVICES AND MEDIA</i>			
	Types of peripheral devices – Output		Types of peripheral devices – Input		Types of peripheral devices – Input	Types of peripheral devices – Storage	Storage Devices - internal or external	Storage media and the capacity of storage	
Term 2	YR9/18(2)	YR9/19(2)	YR9/20(2)	YR9/21(2)	YR9/22(4)		YR9/23(4)		
	<i>MEMORY</i>		<i>PROCESSOR</i>	<i>ACCESSIBILITY NEEDS</i>	<i>COMMUNICATIONS</i>		<i>NETWORKS</i>		
	Memory - RAM and ROM		Processors - Function and Speed	ICT systems to meet specified needs	Types of Digital Communications		Factors influencing the choice of digital communication in a Network		

ICT PRACTICAL

YEAR 9	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 1	YR9/P1 (4)		YR9/P2 (4)		YR9/P3 (4)		YR9/P4 (4)	
	SPREADSHEETS							
	Data types, number, text		Format a worksheet		Use formulae: arithmetic operators (plus, minus, multiply, divide), percentage, single operators, multiple operators, absolute and relative cell referencing, named cells/ranges. Replicate effectively.		Use functions: SUM, AVERAGE, IF, VLOOKUP /LOOKUP, MAXIMUM, MINIMUM, COUNT (COUNTA, COUNTIF), LENGTH, PRODUCT.	
Term 1	YR9/P5 (4)		YR9/P6 (4)		YR9/P7 (6)			YR9/P8 (2)
	SPREADSHEETS							
	Multiple worksheets, linked tables, sorting, filtering		Add graphs and charts		Formatting an appropriate graph/chart and print options			Revision
YEAR 9	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 2	YR9/P9 (4)		YR9/P10 (4)		YR9/P11 (4)		YR9/P12 (4)	
	WORD PROCESSING							
	Enter, edit and format text		POSTER		LEAFLET		MAILMERGE	
Term 2	YR9/P13 (2)	YR9/P14 (2)	YR9/P15 (4)		YR9/P16 (4)		YR9/P17 (4)	
	WORD PROCESSING							
	MEMO	INFORMATION SHEET(FACT SHEET)	NEWSLETTER		REPORT		EXTENTION ACTIVITIES and REVISION	

YEAR 10 LONG TERM PLAN with CURRICULUM STANDARDS

ICT THEORY

YEAR 10	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 1	YR10/1(4)		YR10/2(2)	YR10/3(2)	YR10/4(2)	YR10/5(4)		YR10 /6(2)
	NETWORKS/INTERNET							
	Requirements for connecting to a network, including the internet.		components of wired and wireless systems	peer-to-peer and client-server networks	Benefits of using a LAN/home network	Benefits of using a client server network		REVISION
Term 1	YR10/7(2)	YR10/8(2)	YR10/9(2)	YR10/10(2)	YR 12/11(2)	YR 10/12(4)		YR 10/13(2)
	INTERNET				SOCIAL IMPACT			
	Securing data on a network, including the internet	Potential risks to data and personal information	Methods available to secure data and personal information online	Online payment systems	Impact on employment and impact on working practices	Impact of the internet on individuals		REVISION
YEAR 10	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 2	YR10/14(2)	YR10/15(2)	YR10/16(2)	YR10/17(2)	YR10/18(2)	YR10/19(4)		YR10/20(2)
	SOCIAL IMPACT					ONLINE COMMUNITIES		
	Online working from home	Impact of the internet on organizations	Impact of the internet on organizations	Impact of the internet on society	Impact of the internet on society	Types of online communities		REVISION
Term 2	YR10/21(4)		YR10/22(2)	YR10/23(2)	YR10/24(2)	YR10/25(2)	YR10/26(2)	YR10/27(2)
	ONLINE COMMUNITIES		DATA PROTECTION			ONLINE INFORMATION		REVISION
	Use of online communities		Purpose of responsible use and acceptable behavior policies	Data protection, the legal requirements and legal rights	Safe and responsible practice when using ICT	Availability of information online	Use of online information	

ICT PRACTICAL

YEAR 10	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 1	YR10/P1 (4)		YR10/P2 (4)		YR10/P3 (4)		YR10/P4 (4)	
	PRESENTATION							
	Create a template/master slide		Create slides: insert text, images, action buttons, hyperlinks; add animation, transition effects		Print: handouts (two to a page, three to a page), notes pages, full page, headers and footers		EXTENTION ACTIVITIES and REVISION	
Term 1	YR10/P5 (4)		YR10/P6 (4)		YR10/P7 (4)		YR10/P8 (4)	
	GRAPHICS							
	Explain features of image types: bitmap, vector		Create images: combining basic shapes and text, rectangles (including square), circles (including ovals), lines, triangles, arrows, text boxes		Edit images: image editing, cropping, adding captions/text, editing/deletion of unwanted aspects		EXTENTION ACTIVITIES and REVISION	
YEAR 10	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 2	YR10/P9 (4)		YR10/P10 (4)		YR10/P11 (4)		YR10/P12 (4)	
	FILE MANAGEMENT				WEB AUTHORIZING			
	Save work regularly and keep information secure. Use sensible filenames and formats		Create and manage files and folder structures		Use a template: tables/frames, standard page features, banners, menu/navigation. Insert text, images, buttons, animation		Format a web page: headings, subheadings, body text, alignment. Use HTML code: insert hyperlinks, insert images, font enhancements	
Term 2	YR10/P13 (2)		YR10/P14 (6)		YR10/P15 (4)		YR10/P16 (4)	
	DATABASE MANAGEMENT							
	Identify data types: alphanumeric/text, numeric/number, date, currency, logical/Boolean		Structure of a given database, including: record, field, table, primary key/field, foreign key/field, relationships between tables		The need for validation and identify validation checks such as range check, presence check, type check, length check		EXTENTION ACTIVITIES and REVISION	

YEAR 11 LONG TERM PLAN with CURRICULUM STANDARDS

ICT THEORY

YEAR 11	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 1	YR11/1(4)		YR11/2(4)		YR11/3(4)		YR11/4(2)	YR11/5(2)
	<i>ONLINE COMMUNITIES</i>						<i>REVISION</i>	<i>REVISION</i>
	Types and use of online communities		Implications of the use of digital technologies		Availability of information online and the use of online information		Revision on Digital Devices	Revision on Backing storage and Memory
Term 1	YR11/6(4)		YR11/7(2)	YR11/8(4)		YR11/9(2)	YR11/10(4)	
	<i>ONLINE GOODS AND SERVICES</i>						<i>REVISION</i>	
	Types of services - Online Services		Revision on peripheral devices - Input/Output	Impact of online services		Online software	Revision on Software	
YEAR 11	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 2	YR11/11(2)	YR11/12(2)	YR11/13(2)	YR11/14(2)	YR11/15(4)		YR11/16(4)	
	<i>APPLYING ICT</i>				<i>REVISION</i>		<i>REVISION</i>	
	Software applications	Data and information	Using software applications	Reviewing outcomes	Revision on Connectivity(Topic 2)		Revision on operating online(Topic 3)	

ICT PRACTICAL

YEAR 11	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8	
Term 1	YR11/P1(2)	YR11/P2 (6)			YR11/P3(4)		YR11/P5 (4)		
	DATABASE MANAGEMENT							REVISION ON PRESENTATION	
	Sort using a single field, multiple fields, ascending/descending order	Input information to given tables or forms applying format consistently. Use search/query using single criterion, multiple criteria, search within results, relational operators, logical operators			Produce outputs: reports, mail merge documents, specified fields, design view (table structure, searches/queries, forms, relationships), data view (table, search/query results, forms)		EXTENTION ACTIVITIES and REVISION		
	YR11/P6(2)	YR11/P7(4)		YR11/P8(2)	YR11/P9(4)		YR11/P10(4)		
Term 1	REVISION ON GRAPHICS		REVISION ON WEB AUTHORIZING		REVISION ON FILE MANAGEMENT	REVISION ON SPREADSHEET		REVISION ON WORD PROCESSING	
	EXTENTION ACTIVITIES and REVISION		EXTENTION ACTIVITIES and REVISION		EXTENTION ACTIVITIES and REVISION	EXTENTION ACTIVITIES and REVISION		EXTENTION ACTIVITIES and REVISION	
YEAR 11	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8	
Term 2	YR11/P11(2)	YR11/P12(2)	YR11/P13(2)	YR11/P14(2)	YR11/P15(2)	YR11/P16(2)	YR11/P17(4)		
	REVISION								
	REVISION - PAST PAPERS/SAMPLE PAPER				REVISION - PAST PAPERS/SAMPLE PAPER			REVISION - PAST PAPERS/SAMPLE PAPER	