

		Long Term Plan	Subject area – ICT	Area of learning DCF / ICT			Department- KS4	Year-11
		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	
Theme or Topic		First Gear	Beowulf Sound Project	Mythbusters	Technology of the Future	Creating Video	Coding	
Knowledge and skill areas covered	<p>Thematic theme which covers</p> <ul style="list-style-type: none"> Desktop publishing Data bases Word Presentation skills Scenario <p>Students will create cars and plan a 'promotion' to advertise the cars, which enables them to use all applications.</p> <p>Planning / Resources First Gear medium term planning available as a sample.</p>	<p>Students enjoy making use of multi-media resources. Sound is an important part of any multi-media resource and it is useful for students to gain a good understanding of how to construct and manipulate sound files.</p> <p>Planning /Resources Lesson plans and resources to teach this unit are on http://www.teach-ict.com/</p>	<p>Students will research and create a podcast for a fictional website "Myth Busters" – the site is about unexplained mysteries and myths</p> <p>Students will understand that we cannot always believe what we see online and that we have to consider whether information is accurate, reliable or biased .</p> <p>Planning / Resources Lesson plans and resources to teach this unit are on http://www.teach-ict.com/</p> <p>Module option Digital Drama</p>	<p>During this unit, pupils will investigate some of the technologies which might be available to us in the future.</p> <p>They learn to use an online presentation tool, Prezi, to present their findings</p> <p>Planning / Resources Lesson plans and resources to teach this unit are on http://www.teach-ict.com/</p> <p>Module option My Media</p>	<p>Pupils will develop a knowledge and understanding of how to design, produce and text a short video which is fit for purpose.</p> <p>The theme for the video will be decided by the class. Ideas generated should then be put onto a storyboard.</p> <p>Planning / Resources Medium term plan available Year 11 folder</p>	<p>Students will write a program to animate a sprite. They will use an event to trigger the program and include 'wait' commands to make the program run in a timely manner.</p> <p>Scratch is available to download on computer and iPad</p> <p>Planning / Resources Lesson plans and resources to teach this unit are on http://www.teach-ict.com/</p> <p>Useful Websites Coding can be used in all areas of the curriculum https://barefootcas.org.uk/ Register for resources https://code.org/learn</p>		
LNF Links	<ul style="list-style-type: none"> Use features which show the structure of writing e.g. subheadings Use language appropriate to writing Use different sentence structures Proof read their own work Interpret information presented in charts and diagrams and draw conclusions Explain results and procedures using mathematical language 	<ul style="list-style-type: none"> Retell events from a narrative in the right order Recall details from a text Express a view about the information in the texts Make links between texts read and other information about the topic 	<ul style="list-style-type: none"> Show an understanding of different purposes and function of written language Write with a clear purpose, showing consideration for the reader Use language appropriate to writing Use appropriate vocabulary Explain results and procedures Draw conclusions from data and recognise that some conclusions may be misleading 	<ul style="list-style-type: none"> Use different sentences structures, including complex sentences Use a variety of strategies to spell words Retell familiar stories in a simple way using pictures to support Explain results and procedures Draw conclusions from data and recognise that some conclusions may be misleading 	<ul style="list-style-type: none"> Read suitable texts with accuracy Read aloud with expression Identify words and pictures on screen which Identify simple text features such as titles and pictures to indicate what the text is about Exchange ideas in one to one and group sessions 	<ul style="list-style-type: none"> Express a view about the information in a text Make links between texts read and other information about the topic Gather and organise information and ideas from different sources 		

WJEC Units	Improving Productivity using IT Code 6381/E2 IT User Fundamentals Code 6384/E2 Presentation software Code 6393/E2 Word Processing Code 6391/E2 Desktop Publishing 6395/E2 Database Software 6387/E2 Spreadsheet 6387/E2	Improving Productivity using IT Code 6381/E2 IT User Fundamentals Code 6384/E2 Presentation Software 6393/E2 Imaging Software 6407/E2	Improving Productivity using IT Code 6381/E2 IT User Fundamentals Code 6384/E2	Improving Productivity using IT Code 6381/E2 IT User Fundamentals Code 6384/E2	Improving Productivity using IT Code 6381/E2 IT User Fundamentals Code 6384/E2 Audio/ Video Software 6398/E2	Improving Productivity using IT Code 6381/E2 IT User Fundamentals Code 6384/E2
DCF Links	Citizenship Interacting / Collaborating Producing Data Computational Thinking	Data / Computational Thinking	Producing	Citizenship	Producing Interacting and Collaborating	Data and computational thinking Producing

Citizenship (PSE)
Talk about the impact that the digital content created: be aware of appropriate and inappropriate information shared on line
Create and use secure passwords
Cite all sources when researching and explain the importance of this

Interacting and Collaborating (Literacy)
Email
Work with others to create an online collaborative project for a specific purpose
Back up files to a storage device

Producing
Create a written plan
Combine a range of multimedia components to produce an appropriate outcome

Data / computational Thinking Numeracy
Explore and analyse data sets

Citizenship (Cross curricular)
Explain what metadata of a photograph can include, date, time and location

Interacting and Collaborating
Email
Exchange online communication with other learners
Understand the rules for sharing images and data

Producing
Explain reasons for layout and content of own work, e.g. evaluate the presentation for audience and appropriateness

Data / computational Thinking
Follow a sequence of steps to solve a problem
Record data collected into suitable formats e.g .tally charts, pictograms

Citizenship
Identify the benefits and risks of giving personal information an device access to different software

Interacting and Collaborating
Email
Exchange online communication with other learners
Be aware of different types of storage

Producing
Plan how to complete a task in relation to identified success criteria
Use key words to search for specific information
Import digitised components into presentations
Modify and present a range of text, sound, animations

Data / computational Thinking
Predict the outcome of simple sequences of instructions
Extract information from tables and graphs
Record data using suitable formats

Citizenship
Understand the importance of balancing game and screen time with other parts of their lives

Interacting and Collaborating
Email
Exchange online communication with other learners
Explain the advantages of communicating el Citizenship

Producing
Develop own success criteria to be used as a plan
Select appropriate website from search results using different keywords and search techniques.
Create a written plan

Data / computational Thinking
Detect and correct mistakes in sequence of instructions (debug)
Identify repetitions/loops in a sequence
Begin to analyse data in given formats

Citizenship
Understand the advantages and disadvantages of altering an image digitally

Interacting and Collaborating
Email
Exchange online communication with other learners
Make use of tools, send attachments an change formatting
Citizenship

Producing
Plan how to complete a task in relation to identified success criteria
Use key words to search for specific information
Adjust keywords and search techniques to find relevant information

Data / computational Thinking
Begin to create data sets and extract information
Use tools to sort/ search/ graph
Input data into cells in a spreadsheet

Citizenship
Demonstrate appropriate online behaviour
Always log on with their own details

Interacting and Collaborating
Email
Exchange online communication with other learners
Show an understanding of different forms of communication and when it is appropriate to use each, Video conferencing v email etc Pros and cons of instant message

Producing
Plan how to complete a task in relation to identified success criteria
Use key words to search for specific information
Combine a range of multimedia components to product and appropriate outcome
Import images and add audio

Data / computational Thinking
Demonstrate how part of a solution might need repetition
Turn on programming in setting and use repeat
Begin to create data sets and extract information from them
Design simple sequences of instructions
Understand that changing instructions can affect or terminate a process.

4 Purposes of the curriculum	Communicate effectively in different forms Think creatively to reframe and solve problems Understand and consider the impact of their actions when making choices Face and overcome challenges	Use digital technologies creatively to communicate Express ideas and emotions through different media Respect the rights of others	Undertake research and apply what they learn Have the confidence to participate and perform Are knowledgeable about their culture, community and society	Use digital technologies creatively to communicate, find and analyse information Have the skills and knowledge to overcome and manage daily life as independently as possible.	Build on their mental and emotional wellbeing Express ideas and emotions through different media Show their commitment to the sustainability of the planet Face and overcome challenge	Set high standards and seek and enjoy challenge Express ideas and emotions through different media
Purple Mash Links	2Publish- create texts 2DIY – create simple games and activities for students to develop writing skills Writing Frames – cross curricular writing frames 2Createastory – combine words, pictures to create stories 2Email	2 Animate create and edit multimedia components Organise a range of text, image, sound, animation and video for selected purposes	2Publish create a range of different texts from a variety of templates including posters, leaflets and postcards Postcard projects	2Email – safe environment for teaching email within the school environment 2Blog – set up a class blog where pupils add blog posts and comment on each others posts 2Connect – collaborative mind mapping tool	2Paint Mashcams – inspire the writer by putting their face on a body and writing about it ,record spoken sentences 2Do ityourselfmultidrag- use the camera, paint tools or clipart to design a picture	2 Calculate- Simple spreadsheets for beginners and beyond 2Code – teaching of coding , structured lessons – can be used as a module – Numeracy Count – design and make pictograms Maths City 2 2Go – giving directions
Hwb Links	Office 365 pupils have access to email, office apps and save and retrieving work to their one drive Work is accessible at home and school http://www.j2e.com/blank.html Digital notepaper http://www.j2e.com/j2write/	http://www.j2e.com/blank.html Digital notepaper http://www.j2e.com/j2write/	http://www.j2e.com/blank.html Digital notepaper http://www.j2e.com/j2write/	http://www.j2e.com/blank.html Digital notepaper http://www.j2e.com/j2write/ https://hwb.wales.gov.uk/online-safety (Esafety)	http://www.j2e.com/blank.html Digital notepaper http://www.j2e.com/j2write/	Hwb J2Easy – Coding http://www.j2e.com/j2data/ Data Handling http://www.j2e.com/j2code/

Guidance for using Purple Mash can be found in the manual 'Revised' LNF for Wales and DCF framework Purple Mash, copies can be found in year 11 folder.

Optional modules are available where highlighted

All tasks should be linked to accreditation

Teach ICT

User name ch65ql

Staff password cymru222

Student password: register1

