

SKILLS TAUGHT ACROSS COMPUTERS

Throughout all topics students will develop skills in Algorithms and Flowol programme. Business documents used. Make/predict the outcome of a simple sequence that includes variables

Continuation of Networks moving onto - Introduction to Scratch

Students explore the features of Scratch graphical programming software



2

Autumn Term 2



1

Autumn Term 1

'IT Safety' Networks:

Students learn about standalone and networked devices: Local Area Networks (LANs) and Wide Area Networks (WANs) with the advantages and disadvantages of both.

3

Introduction to Podcasting: students explore the rudiments of Audacity, examining how to manipulate the tools to produce high quality audio

4

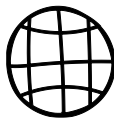
Continuation of Introduction to Podcasting

Introduction to Edublocks: Students explore the features of visual programming and text based programming



Spring Term 2

Spring Term 1



5

Continuation of Introduction to Edublocks:



Summer Term 1

6

Cybersecurity: Students learn about the importance of data and how humans actions can make data more vulnerable to theft and exploitation. Students learn about common cyberattacks and measures to help protect IT systems. Students learn about the laws protecting data

Summer Term 2

Skills Development, Key terms:

- Recognise that computers follow the control flow of input/process/output
- Create conditions that use comparison operators (>,<=)
- Create conditions that use logic operators (and/or/not)
- Define iteration as a group of instructions that are repeatedly execute
- Controlled iteration in a program
- Detect and correct errors in a program (debugging)
- Binary number system (conversion of binary to denary and reversed)
- ASCII and Hex will be introduced to most able
- Rudiments of web design and podcasting