Felpham Community College – Key Stage 3 S of W ICT

Subject: ICT	Year: Nine	Leader: A Connor

Autumn Term 1	Activities	Homework
Topic: E-safety - Cyber crime	Students will learn about legal safeguards regarding computer use, including overviews of the Computer Misuse Act, Data Protection Act and Copyright Law and their implications for computer use. Phishing scams and other email frauds, hacking, "data harvesting" and identity theft are discussed together with ways of protecting online identity and privacy.	Homework will be set to collect and article from the news about cybercrime and also to create a booklet to advise people about how to protect themselves from cybercrime. **Assessment Plans** **Test - students will be assessed by undertaking a test within class**.
Literacy - students will be required to demonstrate persuasive writing within their leaflet Numeracy - ICT- Used throughout		

Autumn Term 2	Activities	Homework
Topic: Computing theory	Students will be introduced to input process output, hardware and software, building techniques, network types, binary and decimal conversions and cryptography.	Homework's will be set to convert a set of numbers to binary and to research a computer system to meet a given specification **Assessment Plans** **Students will be assessed through a class test.**
Literacy - Numeracy - Conversion of binary numbers and encryption ICT- Used throughout		

Spring Term 1	Activities	Homework
Topic: Advanced Photoshop	Students will learn how to use different features of Adobe Photoshop such as, cropping, masking, blurring, filtering and layering	Homework's will be set for student to bring in assets that they have collected and to take original images for their concept artwork. **Assessment Plans** **Completed graphics - students will be assessed by creating a piece of concept art.**
Literacy - Analysis of concept artwork. Numeracy - ICT- Used throughout		

Spring Term 2	Activities	Homework
Topic: Python – next steps	- Students will learn about the first principles of programming in Python, including -syntax, Loops, Boolean variables, functions, lists and classes at an advanced level.	Students will use the skills that they have learnt to create a program annotating the code to demonstrate their understanding of what it does **Assessment Plans** **Completed program.**
Literacy - Need for precision when writing in computing language Numeracy- Handling data and variables ICT- Used throughout		

Summer Term 1	**Activities**	**Homework**
Topic: Game maker	Students to be taught how to program apps in App inventor using the programming blocks available. They will then plan and create their own app which can be put on their mobile phone.	Homework students will carry out some research into what are the most popular mobile phone applications **Assessment Plans** **Completed game - students will be assessed on the Application that they produce and the level of complexity used within the code.**
Literacy - Need for precision when writing in computing language Numeracy - Handling data and variables ICT- Used throughout		

Summer Term 2	**Activities**	**Homework**
Topic: Advanced website design	Students will use some of the more advanced features of Adobe Dreamweaver, HTML and CSS to create a website for an area of their own interest which they have researched.	Homework will be set to collect assets to use within their website and to evaluate existing websites. **Assessment Plans** **Completed website - students will be assessed on the website that they produce.**
Literacy - Writing content for the webpages Numeracy - ICT- Used throughout		

Website / Resources- See Moodle for more details

Extension