

Year 7																																																										
Topic	Sept 5th	Sept 12th	Sept 19th	Sept 26th	October 3rd	October 10th	October 17th	October 24th		Nov 7th	Nov 14th	Nov 21st	Nov 28th	Dec 5th	Dec 12th	Dec 19th		Jan 9th	Jan 16th	Jan 23rd	Jan 30th	Feb 6th		Feb 20th	Feb 27th	March 6th	March 13th	March 20th	March 27th		18th April	24th April	1st May	8th May	15th May	22nd May		June 9th	June 16th	June 23rd	July 3rd	July 10th	July 17th	July 24th														
8 WEEKS	The Apprentice Hardware, Inputs and Outputs, Building a Computer Project Understand the hardware and software components that make up computer systems, and how they communicate with one another and with other systems (CT5) 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 (CT7)								Half term	7 WEEKS	Super elements ICT Skills (Research, Searching), Drawing package to create Comic book 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 (CT7) Create, re-use, revise and re-purpose digital artefacts for a given audience, with attention to trustworthiness, design and usability (CT8) Understand a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy; recognise inappropriate content, contact and conduct and know how to report concerns (CT9)								Christmas	5 WEEKS	The Bridge App Building (App Store) 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 (CT7) Create, re-use, revise and re-purpose digital artefacts for a given audience, with attention to trustworthiness, design and usability (CT8) Understand a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy; recognise inappropriate content, contact and conduct and know how to report concerns (CT9)								Half term	6 WEEKS	Healthy Living Databases and Programming 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 (CT7) Use two or more programming languages, at least one of which is textual, to solve a variety of computational problems; make appropriate use of data structures (for example, lists, tables or arrays); design and develop modular programs that use procedures or functions (CT5)								Easter	6 WEEKS	Virtual World Body Game Lab Programming 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 (CT7) create, reuse, revise and repurpose digital artefacts for a given audience, with attention to trustworthiness, design and usability (CT8) Understand a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy; recognise inappropriate content, contact and conduct and know how to report concerns (CT9)								Half term	7 WEEKS and 1 day	World Championship Athletics, T-Shirt Design, Web site design Planning, Designing and Creating a Website (Dreamweaver) 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 (CT7) create, reuse, revise and repurpose digital artefacts for a given audience, with attention to trustworthiness, design and usability (CT8) Understand a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy; recognise inappropriate content, contact and conduct and know how to report concerns (CT9)							
	Rubrics	Creative	Rubrics	Computing	Rubrics	Creative	Rubrics	Computing			Rubrics	Creative	Creative 1	Rubrics	Computing																																											
Year 8																																																										
8 WEEKS	Fantasy Football App Inventor 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 (CT7) Create, re-use, revise and re-purpose digital artefacts for a given audience, with attention to trustworthiness, design and usability (CT8) Understand a range of ways to use technology safely, responsibly, responsibly and securely, including protecting their online identity and privacy; recognise inappropriate content, contact and conduct and know how to report concerns (CT9)								Half term	7 WEEKS	Grand Designs Creation of Grand Design on App 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 (CT7) Create, re-use, revise and re-purpose digital artefacts for a given audience, with attention to trustworthiness, design and usability (CT8) Understand a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy; recognise inappropriate content, contact and conduct and know how to report concerns (CT9)								Christmas	5 WEEKS	Rollercoaster Tycoon Representation of Data (Binary, Denary, Hexadecimal) Understand how instructions are stored and executed within a computer system; understand how data of various types (including text, sounds and pictures) can be represented and manipulated digitally, in the form of binary digits (CT6) Design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems (CT5) Undertstand several key algorithms that reflect computational thinking (for example, ones for sorting and searching); use logical reasoning to compare the ability of alternative algorithms for the same problem (CT5)								Half term	6 WEEKS	Da Vinci Code Computational Thinking, Encryption and Security undertake a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy; recognise inappropriate content, contact and conduct, and know how to report concerns (CT9) Design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems (CT5) Undertstand several key algorithms that reflect computational thinking (for example, ones for sorting and searching); use logical reasoning to compare the ability of alternative algorithms for the same problem (CT5)								Easter	6 WEEKS	Burnley and the Bean Stalk Photoboo create, reuse, revise and repurpose digital artefacts for a given audience, with attention to trustworthiness, design and usability (CT8) 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 (CT7) Understand a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy; recognise inappropriate content, contact and conduct and know how to report concerns (CT9)								Half term	7 WEEKS and 1 day	World Championship Athletics Planning, Designing and Creating a Website using HTML 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 (CT7) create, reuse, revise and repurpose digital artefacts for a given audience, with attention to trustworthiness, design and usability (CT8) Understand a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy; recognise inappropriate content, contact and conduct and know how to report concerns (CT9)							
	Rubrics	Computing (New rubric needed)	Rubrics	Computing	Rubrics		Rubrics				Rubrics		Rubrics																																													
Year 9																																																										