

ICT @ Oakfield – Year 7 2020-21

Autumn Term – Digital Learners		
Intent	Implementation	Impact
<p>This term we intend on introducing key learning topics to year 7 learners that will set them up digitally for the remainder of their Oakfield ICT education.</p>	<p>Learners to complete a baseline test for ICT to identify prior knowledge and skill in readiness for personalised curriculum.</p> <p>Learners to create their own digital portfolio (DIP Order: Weebly £280)</p> <p>Learners to be taught how to access the school desktop, software and office 365 including saving work ,retrieving files etc.</p> <p>Learners to create a digital avatar to represent themselves online on all school digital platforms. (Affinity Photo £1800)</p> <p>Learners to complete an E-Safety project suitable to their level.</p>	<p>All learners will be confidently able to use Office 365 software.</p> <p>All learners will be able to remember their username and password.</p> <p>All Learners to develop confidence in E-Safety through competition of the Google Be Internet Legends Certification or CEOP Think Play Share Certification.</p>
Key Learning		
<p style="text-align: center; color: red; margin: 0;">ICT Skills</p> <ul style="list-style-type: none"> Introduction to the school network (Office 365, Edmodo, Using Email, Desktop Navigation) Developing ICT Skills; Using The internet, Completing Internet Searches Digital Communication; Using Email. <p style="text-align: center; color: blue; margin: 0;">Digital Literacy</p> <ul style="list-style-type: none"> Audience, purpose and design of IT Products E-Safety – Google Be Internet Legends Scheme of learning 		

Topic Learning	Skills	Knowledge
Emerging	I can use school hardware and software.	I know problems that can happen when using the internet.
launch	I can use school hardware and software confidently.	I can identify threats that exist online
Breakthrough	I can use school hardware and software to find and use information confidently.	I can identify threats that exist online and find ways to protect myself.

Foundation	I can use school hardware and software to find and use information from multiple sources.	I understand what dangers exist online and can protect myself with suitable solutions in different online scenarios.
Developing	I can use school hardware and software to find and use information confidently from safe sources online.	I understand what dangers exist online and can protect myself with specific solutions for personal information, digital foot print and digital communication.

Spring Term – Under The Hood		
Intent	Implementation	Impact
<p>The aim of the topic is to introduce how a computer system works to the learner and introduce new terminology.</p> <p>The aim of the topic is to get year 7 learners to use the correct terminology when using and describing the computer system.</p>	<p>Learners to dissect a PC down and label the parts of the computer.</p> <p>Learners to label and describe the parts of the computer.</p> <p>Learners to use Kahoot to test existing quizzes on hardware and software.</p> <p>Learners to create a powerpoint on computer system hardware and software.</p>	<p>All learners to have created a digital quiz/presentation demonstrating their knowledge.</p> <p>Learners to have published their quiz onto their Weebly digital portfolio</p>
Key Learning		
<p style="text-align: center;">ICT Skills</p> <ul style="list-style-type: none"> • Research information, images and content online. • Using Email to communication work • Software development using Microsoft Powerpoint <p style="text-align: center;">Digital Literacy</p> <ul style="list-style-type: none"> • Interactive Quiz – Create an interactive quiz to test knowledge about computers <p style="text-align: center;">Computer Science</p> <ul style="list-style-type: none"> • Key Terms – The parts of the computer • Hardware and Software • How the computer works – Input, process Output • Using Instructions 		

Topic Learning	Skills	Knowledge
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Emerging	I can communicate with a digital source. I can use powerpoint to use media.	I can label parts of the computer
launch	I can find and retrieve information online and use it in an powerpoint.	I can describe different parts of the computer.
Breakthrough	I can use the internet to find and retrieve information and use digital communication skills to share it with other through powerpoint.	I know the difference between hardware and software.
Foundation	I can interact with others by demonstrating my digital understanding by hosting a quiz with interaction through Kahoot	I know the difference between hardware and software and can describe its usage
Developing	I can interact with others by demonstrating my digital understanding by hosting a quiz with interaction and animation using Kahoot.	I know that computers need specific input, output and process to function.

Summer Term – Game Designers		
Intent	Implementation	Impact
<p>The aim of the topic is to introduce learners into following the product development cycle plan. Learners have to research ,plan and produce a computer game. By the end of the scheme learners will have developed skills in algorithms, sequencing, desktop publishing and computer programming.</p>	<p>Learners to visit the Retro Game Café, Warrington to experience old computer games. (DIP Order)</p> <p>Learners to research and test existing games (retro pi, PlayStation classic, Xbox 360)</p> <p>Learners to create their own computer game using new software.</p> <p>Learners to create the computer game media and help guides (Affinity Photo DIP Order £1800)</p>	<p>Learners to have created their own game using Splodder or Kodu Game Lab.</p> <p>Learners to demonstrate their learning on their WEEBLY online portfolio.</p> <p>Learner voice demonstrates increased knowledge of the gaming industry.</p>
Key Learning		
<p style="text-align: center;">ICT Skills</p> <ul style="list-style-type: none"> • Research information & images 		

- Desktop Publishing and Photo Editing
- Game Design

Digital Literacy

- What is gaming hardware and software?
- Gaming Peripherals – What they are and how they work.

Computer Science

- Introduction to algorithms and instruction giving using Flowol.
- Creating a game using algorithms and programming language.