

St. Mary's Catholic High School (2018-2019)

YEAR 1 LONG TERM PLAN with CURRICULUM STANDARDS

YEAR 1	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 1	YR1/1(1)	YR1/2(1)	YR1/3(1)	YR1/4(1)	YR1/5(1)	YR1/6(1)	YR1/7(1)	YR1/8(1)
	COMPUTATIONAL THINKING							
	Introduction to computers- What's a computer?	Different types of computers	Parts of computer- Hardware units	Differentiate between hardware and software	What's coding?	Introduction to programming	Basics of algorithm	Flowchart-symbols and its functions
Term 1	YR1/9(1)	YR1/10(1)	YR1/11(1)	YR1/12(1)	YR1/13(1)	YR1/14(1)	YR1/15(1)	YR1/16(1)
	KEYBOARD SKILLS				OUR AMAZING WORLD			
	Keyboard Skills - Working with alphabets	Typing sentences	Keyboard skills – working with numbers	Typing Simple words using the keyboard	Using word bank	Virtual Experiments	Virtual experiments- Growing Plants	Virtual experiments-Sound and Hearing
YEAR 1	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 2	YR1/17(1)	YR1/18(1)	YR1/19(1)	YR1/20(1)	YR1/21(1)	YR1/22(1)	YR1/23(1)	Yr1/24(1)
	GRAPHICS WORLD							HANDLING DATA
	Introduction to Paint- Identifying Paint tools	Drawing using Paint	Use of geometrical shapes and applying colors	Creating a picture using shapes	Introducing Tux Paint tools	Drawing using straight lines	Creativity in coloring pictures	Use of Pictogram
Term 2	YR1/25(1)	YR1/26(1)	YR1/27(2)		YR1/28(1)	YR1/29(1)	YR1/30(1)	YR1/31(1)
	HANDLING DATA				COMPUTATIONAL THINKING			
	Collecting information for a pictogram	Entering information into a pictogram	Making your own Pictogram	Making your own pictogram	Introduction to Scratch Programming	Scratch tools	Instructions-Following instructions	Different types of instructions

YEAR 2 LONG TERM PLAN with CURRICULUM STANDARDS

YEAR 2	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 1	YR2 /1(1)	YR2 /2(1)	YR2/3(1)	YR2/4(1)	YR2/5(1)	YR2/6(1)	YR2/7(1)	YR2/8(1)
	GRAPHICS WORLD							
	Introduction to Tux Paint	Drawing using TuxPaint	Use of tools and magic tools	Coloring images	Shapes and Colours	Straight lines	Making Pictures and background	Drawing using geometrical shapes and typing text
Term 1	YR2/9(1)	YR2/10(1)	YR2/11(1)	YR2/12(1)	YR2/13(1)	YR2/14(1)	YR2/15(1)	YR2/16(1)
	COMPUTATIONAL THINKING							
	What is an algorithm?	Creating an algorithm	Algorithmic Notations-A flow chart	Algorithms in your life	What is coding?	What is scratch?	Working with sprites	Choosing a sprite -Paint a sprite
YEAR 2	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 2	YR2/17(1)	YR2/18(1)	YR2/19(1)	YR2/20(1)	YR2/21(1)	YR2/22(1)	YR2/23(1)	YR2/24(1)
	COMPUTATIONAL THINKING				KEYBOARD SKILLS			
	Simple script	Script for new looks	TuxTyping- Alphabets	Typing numbers	Typing medium,long, short words	Working with word processor	Typing simple words	Typing a simple poem
Term 2	YR2/25(1)	YR2/26(1)	YR2/27(1)	YR2/28(1)	YR2/29(1)	YR2/30(1)	YR2/31(1)	YR2/32(1)
	KEYBOARD SKILLS			OUR AMAZING WORLD			HANDLING DATA	
	Creating your own poem	Making a story- Telling a story	Virtual experiments- Health and Growth	Plants and animals- Variation	Virtual experiments-Forces and Movement	Pictograms to answer questions	Creating a simple Pictogram	Use of special characters and numbers-TuxMath

YEAR 3 LONG TERM PLAN with CURRICULUM STANDARDS

YEAR 3	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 1	YR3/1(1)	YR3/2(1)	YR3/3(1)	YR3/4(1)	YR3/5(1)	YR3/6(1)	YR3/7(1)	YR3/8(1)
	<i>GRAPHICS WORLD</i>					<i>KEYBOARD SKILLS</i>		
	Combining words and pictures together	Combining words and pictures - Resizing a Graphic	Importance of Looks	Creating a table	Adding Pictures	Editing a text	Improving Text	Creating a magazine
Term 1	YR3/9(1)	YR3/10(1)	YR3/11(1)	YR3/12(1)	YR3/13(1)	YR3/14(1)	YR3/15(1)	YR3/16(1)
	<i>KEYBOARD SKILLS</i>		<i>COMPUTATIONAL THINKING</i>					<i>OUR AMAZING WORLD</i>
	Creating your own magazine	Getting started with algorithm- Definition	Sequencing an algorithm-Coding	Converting algorithmic coding into flowchart	Branching an algorithm	Linking algorithms with real life	Exploring real life -Plant a seed algorithm	Virtual Experiments-Sounds and Hearing
YEAR 3	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 2	YR3/17(1)	YR3/18(1)	YR3/19(1)	YR3/20(1)	YR3/21(1)	YR3/22(1)	YR3/23(1)	YR3/24(1)
	<i>OUR AMAZING WORLD</i>			<i>DATA HANDLING</i>		<i>COMPUTATIONAL THINKING</i>		
	Virtual Experiments-Sound Circus ,Lights and shadows	Virtual Experiments-Plants and Animals	Introducing databases- Converting paper database into computer database	Using database to make graphs	Getting started with scratch-scratch Map	First scratch project	Applying motion-Coding with scratch	Choosing a sprite direction
Term 2	YR3/25(1)	YR3/26(1)	YR3/27(1)	YR3/28(1)	YR3/29(1)	YR3/30(1)	YR3/31(2)	
	<i>COMPUTATIONAL THINKING</i>		<i>DATA HANDLING</i>		<i>GRAPHICS WORLD</i>		<i>E- SAFETY</i>	
	Introducing loops-Basic	Simple animation	Introducing TuxMath	Logical reasoning- Working with math operators	TuxPaint- Creating an image	Working with Paint tools	Using the internet-Rules and regulations, Communicating via e-mail and E- Safety	

YEAR 4 LONG TERM PLAN with CURRICULUM STANDARDS

YEAR 4	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 1	YR4/1(1)	YR4/2(1)	YR4/3(1)	YR4/4(1)	YR4/5(1)	YR4/6(1)	YR4/7(1)	YR4/8(1)
	WORD PROCESSING					COMPUTATIONAL THINKING		
	Newspaper-Frontpage setting	Newspaper - Formatting features	Editing text-Cut and Paste	Improving text-Spell check	Making your own newspaper-Sample layout1	Making your own newspaper-Sample layout2	Introduction to algorithm-Definition	Creating an algorithm-Example
Term 1	YR4/9(1)	YR4/10(1)	YR4/11(1)	YR4/12(1)	YR4/13(1)	YR4/14(1)	YR4/15(1)	YR4/16(1)
	COMPUTATIONAL THINKING				GRAPHICS WORLD			
	Flowchart and Notatations	Algorithm into Flowchart	Flowchart Examples	Flowchart-Loops	Using computer to paint	Copying and Resizing	Using symmetry tool	Creating images using different patterns
YEAR 4	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 2	YR4/17(1)	YR4/18(1)	YR4/19(1)	YR4/20(1)	YR4/21(1)	YR4/22(1)	YR4/23(1)	YR4/24(1)
	OUR AMAZING WORLD			COMPUTATIONAL THINKING				
	Virtual Experiments-Looking after your teeth	Virtual Experiments- Changing solids to liquids	Introduction to Scratch Programming- Scratch coding basics	Implementing loops in Scratch(If-Then)	Implementing loops in Scratch(If-Then-Else,Forever)	Coding for animation	Adding scenery and sound	Working with math operators
Term 2	YR4/25(1)	YR4/26(1)	YR4/27(1)	YR4/28(1)	YR4/29(1)	YR4/30(1)	YR4/31(1)	YR4/32(1)
	COMPUTATIONAL THINKING		DATA HANDLING		LOGICAL SKILLS		E-SAFETY	
	Designing a scratch project	Branching databases- Creating a branching database	Bar Graph,Column Graph, Pie chart & Line Graph	Spreadsheets - Generating a calendar	Practising TuxMath- Logical skills	Practising TuxMath- Logical skills	Parts of computer- Desktop and E-safety	

YEAR 5 LONG TERM PLAN with CURRICULUM STANDARDS

YEAR 5	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 1	YR5/1(1)	YR5/2(1)	YR5/3(1)	YR5/4(1)	YR5/5(1)	YR5/6(1)	YR5/7(1)	YR5/8(1)
	WORKING WITH TEXT: WATER WORLD							MULTIMEDIA
	Working With Text	Planning your book in MS Word	Wrapping Text	Using Bullet Points	Inserting Tables	Retrieve Files	Insert & Edit Tables	Multimedia - Digital Technology
Term 1	YR5/9(1)	YR5/10(1)	YR5/11(1)	YR5/12(1)	YR5/13(1)	YR5/14(1)	YR5/15(1)	YR5/16(1)
	MULTIMEDIA: A MOUNTAIN WALK				HANDLING DATA: MY SNACK SHOP			
	Planning a film with storyboard	Adding & Editing clips	Adding Sound & Music	Adding Transitions & Effects	Adding Titles & Exporting	Handling Data - Recording your cost	Calculating your cost	Calculating your profit
YEAR 5	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 2	YR5/17(1)	YR5/18(1)	YR5/19(1)	YR5/20(1)	YR5/21(1)	YR5/22(1)	YR5/23(1)	YR5/24(1)
	HANDLING DATA: MY SNACK SHOP				THE INTERNET: WORLD OF BLOGS			
	Creating New worksheet	Creating New worksheet	Using the Spreadsheet model	Introduction to Internet - Blogs	Online platforms for young people	Sharing a blog post	Developing content for a blog post	Adding comment on a blog post & Publishing a blog post
Term 2	YR5/25(1)	YR5/26(1)	YR5/27(1)	YR5/28(1)	YR5/29(1)	YR5/30(1)	YR5/31(1)	YR5/32(1)
	CONTROL THE COMPUTER: MAKE A GAME						SORTING ALGORITHMS	
	Control the computer- Choosing a sprite and an event	Making the sprite move	Adding more Sprites	Detecting a hit	Keeping Score	Adding a timer	Sorting Algorithms- Insertion sort	Selection sort & Bubble sort

YEAR 6 LONG TERM PLAN with CURRICULUM STANDARDS

YEAR 6	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 1	YR6/1(1)	YR6/2(1)	YR6/3(1)	YR6/4(1)	YR6/5(1)	YR6/6(1)	YR6/7(1)	YR6/8(1)
	<i>WORKING WITH TEXT: MAKE A CLASS YEARBOOK</i>					<i>HANDLING DATA: JAMAL'S DELIVERIES</i>		
	Working with text	Designing a project	Page Layout in MS Word	Inside the margins	Cropping and sizing	Editing a text	Handling data - A spreadsheet data table	Sort and filter
Term 1	YR6/9(1)	YR6/10(1)	YR6/11(1)	YR6/12(1)	YR6/13(1)	YR6/14(1)	YR6/15(1)	YR6/16(1)
	<i>HANDLING DATA: JAMAL'S DELIVERIES</i>				<i>MULTIMEDIA: MY SCHOOL YEARS</i>			
	Validation - data checks	Using data lists	Calculations - Add formula	Using a logical test	Multimedia - Planning your presentation	Writing your script	Recording your narration	Editing your narration
YEAR 6	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 2	YR6/17(2)		YR6/18(1)	YR6/19(1)	YR6/20(1)	YR6/21(1)	YR6/22(2)	
	<i>MULTIMEDIA: MY SCHOOL YEARS</i>				<i>CONTROL THE COMPUTER: FROG MAZE</i>			
	Creating visuals		Combining audio and slides	Control the computer - Choosing a sprite	Making the sprite move	Reaching the prize	Simplifying the script	
Term 2	YR6/23(1)	YR6/24(1)	YR6/25(1)	YR6/26(2)		YR6/27(1)	YR6/28(1)	YR6/29(1)
	<i>CONTROL THE COMPUTER: FROG MAZE</i>			<i>THE INTERNET: MAKE A WEB PAGE</i>				
	Adding a backdrop	Adding a random enemy	The Internet - Website designing and content	Registering a website		Starting to build a web page	Creating a column structure and adding an image	Publishing a web page

YEAR 7 LONG TERM PLAN with CURRICULUM STANDARDS

YEAR 7	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 1	YR7/1.1(1)	YR7/1.2(1)	YR7/1.3(1)	YR7/1.4(1)	YR7/1.4(1)	YR7/1.5(1)	YR7/4.1(1)	YR7/4.2(1)
	COMPUTATIONAL THINKING					INTRODUCING PYTHON		
	Computational thinking	Pattern recognition	Flowcharts	Selection	If ...then...else statement	Loops	Introduction to Python	Create & run a program
Term 1	YR7/4.3(1)	YR7/4.4(1)	YR7/4.5(1)	YR7/4.5(1)	YR7/2.1(1)	YR7/2.2(1)	YR7/2.3-2.4(1)	YR7/2.5-2.6(1)
	INTRODUCING PYTHON				APP INVENTOR			
	Variables in a program	Plan a process	Relational operator	Mathematical/ Logical operator	Design touchscreen interface	Create prgram code	Reset button & display image	Password & testing
YEAR 7	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 2	YR7/5.1(1)	YR7/5.2(1)	YR7/5.3(1)	YR7/5.4(1)	YR7/5.5(1)	YR7/6.1(1)	YR7/6.2(1)	YR7/6.3(1)
	INFORMATION TECHNOLOGY					CREATIVE COMMUNICATION		
	Understanding Input devices	Identifying output and storage devices	Undersatnding Software	Connecting Computers together	Staying safe on the Internet and watch out.	Starting HTML	Using tags	Formatting Text
Term 2	YR7/6.4(1)	YR7/6.5 - 6.6(2)		YR7/3.1 - 3.2(1)	YR7/3.3(1)	YR7/3.4(1)	YR7/3.5(1)	YR7/3.6(1)
	CREATIVE COMMUNICATION			DATA AND THE CPU				
	Designing your webpage	Creating a webpage and Editing a webpage		About computers and its storage capacity	From Decimal to Binary	Counting in Binary	Using codes	The Codes Computer use

YEAR 8 LONG TERM PLAN with CURRICULUM STANDARDS

YEAR 8	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 1	YR8/1 (1)	YR8/2 (1)	YR8/3 (1)	YR8/4 (1)	YR8/5 (1)	YR8/6 (1)	YR8/7 (1)	YR8/8 (1)
	WEB AUTHORIZING							
	Introduction to Dreamweaver 8	Creating a new website and webpage	Identify the parts of Dreamweaver 8 window	Design and Layout	Inserting tables	Adding Design Elements(Text and List)	Adding Design Elements(Image)	Creating Hyperlinks
Term 1	YR8/9 (1)	YR8/10 (1)	YR8/11 (1)	YR8/12 (1)	YR8/13 (1)	YR8/14 (1)	YR8/15 (1)	YR8/16 (1)
	WEB AUTHORIZING			HEALTH AND SAFETY			DREAMWEAVER 8 & HEALTH AND SAFETY	
	Previewing in a browser	Different types of website		Health and Safety Create a website to show Healthy and Safety Issues			Worksheet on DreamWeaver, Health and Safety	
YEAR 8	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 2	YR8/17 (1)	YR8/18 (2)		YR8/20 (1)	YR8/21 (1)	YR8/22 (1)	YR8/23 (1)	YR8/24 (1)
	SPREADSHEET							
	Introduction to spreadsheets	Basic formatting of a worksheet and Identifying Part of MS Excel Software		Sorting cells	Filtering tables	Conditional Formatting	Setting page layout	Using SUM, AUTOSUM, MIN, MAX, AVERAGE and COUNT
Term 2	YR8/25 (1)	YR8/26 (1)	YR8/27 (1)	YR8/28 (1)	YR8/29 (1)	YR8/30 (1)	YR8/31 (1)	YR8/32 (1)
	SPREADSHEET							
	Use of basic operators	Creating series and replication of formulae	Use of lookup formula		Use of if formula		Use of data validation and protection of cells	Worksheet on EXCEL - REVISION

YEAR 9 LONG TERM PLAN with CURRICULUM STANDARDS

ICT THEORY

YEAR 9	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 1	YR9/1 (2)	YR9/2 (2)	YR9/3 (2)	YR9/4 (2)	YR9/5 (2)	YR9/6 (4)		YR9/7 (2)
	TYPES OF DIGITAL DEVICES					FEATURES OF DIGITAL DEVICES		
	Digital Devices -mainframe computers, microprocessors, laptop and desktop computers			Digital Devices - Mobile Phones and other digital devices	Digital Devices - Navigational aids	Features of digital devices		REVISION
Term 1	YR9/8 (4)		YR9/9(4)		YR9/10(4)		YR9/11(4)	
	SOFTWARE							
Software-Purpose and tools such as Utilities		Role/Function of the operating system		Software applications (apps)		Types of software licensing		Purpose of Communication Software,Software update and possible risks to data/systems
YEAR 9	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 2	YR9/12(2)	YR9/13(4)		YR9/14(4)		YR9/15(2)	YR9/16(2)	YR9/17(2)
	PERIPHERAL DEVICES					STORAGE DEVICES AND MEDIA		
	Types of peripheral devices – Output		Types of peripheral devices – Input		Types of peripheral devices – Input	Types of peripheral devices – Storage	Storage Devices - internal or external	Storage media and the capacity of storage
Term 2	YR9/18(2)	YR9/19(2)	YR9/20(4)		YR9/21(4)		YR9/22(2)	YR9/23(2)
	MEMORY		PROCESSOR	ACCESSIBILITY NEEDS	COMMUNICATIONS		NETWORKS	
	Memory - RAM and ROM		Processors - Function and Speed	ICT systems to meet specified needs	Types of Digital Communications		Factors influencing the choice of digital communication in a Network.	

ICT PRACTICAL

YEAR 9	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8	
Term 1	YR9/P1 (4)		YR9/P2 (4)		YR9/P3 (4)		YR9/P4 (4)		
	SPREADSHEETS								
	Data types, number, text		Format a worksheet		Use formulae: arithmetic operators (plus, minus, multiply, divide), percentage, single operators, multiple operators, absolute and relative cell referencing, named cells/ranges. Replicate effectively.		Use functions: SUM, AVERAGE, IF, VLOOKUP /LOOKUP, MAXIMUM, MINIMUM, COUNT (COUNTA, COUNTIF), LENGTH, PRODUCT.		
Term 1	YR9/P5 (4)		YR9/P6 (4)		YR9/P7 (4)		YR9/P8 (4)		
	SPREADSHEETS								
Multiple worksheets, linked tables, sorting, filtering		Add graphs and charts		Formatting an appropriate graph/chart and print options		Revision			

YEAR 9	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 2	YR9/P9 (4)		YR9/P10 (4)		YR9/P11 (4)		YR9/P12 (4)	
	WORD PROCESSING							
	TASK 1&2-Enter, edit and format text		TASK 3&4-POSTER		TASK 5-LEAFLET		TASK 6 -MAILMERGE	
Term 2	YR9/P13 (4)		YR9/P14 (4)		YR9/P15 (4)		YR9/P16 (4)	
	WORD PROCESSING							
	TASK 7 -MEMO	TASK 8 - INFORMATION SHEET(FACT SHEET)	TASK 9-NEWSLETTER		TASK 10-REPORT		EXTENTION ACTIVITIES and REVISION	
YEAR 10 LONG TERM PLAN with CURRICULUM STANDARDS								
ICT THEORY								
YEAR 10	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 1	YR10/1(4)		YR10/2(2)		YR10/3(2)		YR10 /7(2)	
	NETWORKS/INTERNET							
	Requirements for connecting to a network, including the internet.		components of wired and wireless systems	peer-to-peer and client-server networks	Benefits of using a LAN/home network	Benefits of using a client server network		REVISION
Term 1	YR10/8(2)		YR10/9(2)		YR 12/12(2)		YR 10/13(6)	
	INTERNET				SOCIAL IMPACT			
	Securing data on a network, including the internet	Potential risks to data and personal information	Methods available to secure data and personal information online	online payment systems	Impact on employment and impact on working practices □	Impact of the internet on individuals		REVISION
YEAR 10	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 2	YR10/14(2)		YR10/15(2)		YR10/16(2)		YR10/17(2)	
	SOCIAL IMPACT				ONLINE COMMUNITIES			
	Online working from home	Impact of the internet on organizations	Impact of the internet on organizations	Impact of the internet on society	Impact of the internet on society	Types of online communities		REVISION
Term 2	YR10/21(4)		YR10/22(2)		YR10/23(4)		YR10/24(2)	
	ONLINE COMMUNITIES		DATA PROTECTION		ONLINE INFORMATION		REVISION	
	Use of online communities		Purpose of responsible use and acceptable behavior policies	Data protection, the legal requirements and legal rights	Safe and responsible practice when using ICT	Availability of information online	Use of online information	REVISION

ICT PRACTICAL

YEAR 10	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 1	YR10/P1 (4)		YR10/P2 (4)		YR10/P3 (4)		YR10/P4 (4)	
	PRESENTATION							
	Create a template/master slide		Create slides: insert text, images, action buttons, hyperlinks; add animation, transition effects.		Print: handouts (two to a page, three to a page), notes pages, full page, headers and footers.		EXTENTION ACTIVITIES and REVISION	
Term 1	YR10/P5 (4)		YR10/P6 (4)		YR10/P7 (4)		YR10/P8 (4)	
	GRAPHICS							
	Explain features of image types: bitmap, vector.		Create images: combining basic shapes and text, rectangles (including square), circles (including ovals), lines, triangles, arrows, text boxes.		Edit images: image editing, cropping, adding captions/text, editing/deletion of unwanted aspects.		EXTENTION ACTIVITIES and REVISION	
YEAR 10	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 2	YR10/P9 (4)		YR10/P10 (4)		YR10/P11 (4)		YR10/P12 (4)	
	FILE MANAGEMENT				WEB AUTHORIZING			
	Save work regularly and keep information secure. Use sensible filenames and formats.		Create and manage files and folder structures.		Use a template: tables/frames, standard page features, banners, menu/navigation. Insert text, images, buttons, animation.		Format a web page: headings, subheadings, body text, alignment. Use HTML code: insert hyperlinks, insert images, font enhancements.	
Term 2	YR10/P13 (2)		YR10/P14 (6)		YR10/P15 (4)		YR10/P16 (4)	
	DATABASE MANAGEMENT							
	Identify data types: alphanumeric/text, numeric/number, date, currency, logical/Boolean.		Structure of a given database, including: record, field, table, primary key/field, foreign key/field, relationships between tables.		The need for validation and identify validation checks such as range check, presence check, type check, length check.		EXTENTION ACTIVITIES and REVISION	

YEAR 11 LONG TERM PLAN with CURRICULUM STANDARDS

ICT THEORY

YEAR 11	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 1	YR11/1(4)		YR11/2(4)		YR11/3(4)		YR11/4(2)	YR11/5(2)
	ONLINE COMMUNITIES							
	Types and use of online communities		Implications of the use of digital technologies		Availability of information online and the use of online information		Revision on Digital Devices	Revision on Backing storage and Memory
Term 1	YR11/6(4)		YR11/7(2)	YR11/8(4)		YR11/9(2)		YR11/10(4)
	ONLINE GOODS AND SERVICES							
	Types of services - Online Services		Revision on peripheral devices - Input/Output	Impact of online services		Online software		Revision on Software
YEAR 11	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 2	YR11/11(2)	YR11/12(2)	YR11/13(2)	YR11/14(2)	YR11/15(2)	YR11/16(2)	YR11/17(4)	
	APPLYING ICT				REVISION	REVISION	REVISION	
	Software applications	Data and information	Using software applications	Reviewing outcomes	Revision on Connectivity(Topic 2)		Revision on operating online(Topic 3)	

ICT PRACTICAL

YEAR 11	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 1	YR11/P1(2)	YR11/P2 (6)			YR11/P3(4)		YR11/P5 (4)	
	DATABASE MANAGEMENT							
	Sort using a single field, multiple fields, ascending/descending order	Input information to given tables or forms applying format consistently. Use search/query using single criterion, multiple criteria, search within results, relational operators, logical operators			Produce outputs: reports, mail merge documents, specified fields, design view (table structure, searches/queries, forms, relationships), data view (table, search/query results, forms)		EXTENTION ACTIVITIES and REVISION	
Term 1	YR11/P6(2)	YR11/P7(4)		YR11/P8(2)	YR11/P9(4)		YR11/P10(4)	
	REVISION ON GRAPHICS	REVISION ON WEB AUTHORIZING		REVISION ON FILE MANAGEMENT	REVISION ON SPREADSHEET		REVISION ON WORD PROCESSING	
	EXTENTION ACTIVITIES and REVISION	EXTENTION ACTIVITIES and REVISION		EXTENTION ACTIVITIES and REVISION	EXTENTION ACTIVITIES and REVISION		EXTENTION ACTIVITIES and REVISION	
YEAR 11	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 2	YR11/P11(2)	YR11/P12(2)	YR11/P13(2)	YR11/P14(2)	YR11/P15(2)	YR11/P16(2)	YR11/P17(4)	
	REVISION							
	REVISION - PAST PAPERS 1 and 2				REVISION - PAST PAPERS 3 and 4		REVISION - PAST PAPERS 5 and 6	