

St. Mary's Catholic High School (2019-2020)

COMPUTING 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

COMPUTING 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	
COMPUTING 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)	
	MS WORD-WORD PROCESSING SKILLS								
	Creating images in MS Word	Font in MS Word	Paragraph in MS Word	Improving text	Font and Paragraph	Creating Tables	Adding Pictures	Creating a magazine using image editing tools	
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)	
	COMPUTATIONAL THINKING				OUR AMAZING WORLD				
	Problem Solving- Algorithms	Sequencing an Algorithm	Introduction to Flowchart	Algorithms and Flowcharts	Error identification and Correction in Algorithms	Exploring real life Events-Planting a Seed	Virtual Experiments- Sounds and Hearing	Virtual Experiments- Plants and Animals and Sound Circus ,Lights and shadows	
YEAR 3	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8	
Term 1	YR3/17(1)	YR3/18(1)	YR3/19(1)	YR3/20(1)	YR3/21(1)	YR3/22(1)	YR3/23(1)	YR3/24(1)	
	DATA HANDLING-SPREADSHEET SKILLS			DB SKILLS		COMPUTATIONAL THINKING			

Term 2	Introduction to Spreadsheet	Creating charts in Spreadsheet	Creating Tables in Spreadsheet	Introduction to Database Management	Getting started with scratch-First scratch Project	Coding With scratch-Choosing Sprite direction and applying motion	Introducing Loops	Simple Animation
	YR3/25(1)	YR3/26(1)	YR3/27(1)	YR3/28(1)	YR3/29(1)	YR3/30(1)	YR3/31(2)	
Term 2	GRAPHICS WORLD	LOGIC REASONING SKILLS-TUX MATH			COMMUNICATION AND NETWORKS			
	Working with Paint Tools	Introducing Tux Math	Tux Paint- Creating an image	Internet	Online Services	Email	Computer Hardware and Software	E-Safety
COMPUTING 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
	MS Word- Paragraph	Word Processing-Text Wrapping and Alignments	Word Processing-Merge,Split,Gridlines,Borders and Shading	Creating sequence of Events using - Copy, Cut and Paste	Improving text-Spell check	Graphics using editing tools	Creating Newspaper Layout	Algorithm-Solving a Problem
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				DATABASE MANAGEMENT SKILLS			SPREADSHEET
	Error debugging in an Algorithm	Flowchart-Symbols and Notations	Flowchart from Algorithm	More on Flowchart and Algorithm	Structure and Data types	Table in database	Sorting	Structure and Arithmetic operations
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)
	DATA HANDLING-SPREADSHEET SKILLS			COMPUTATIONAL THINKING				GRAPHICS
	Generating a calendar	Types of Graphs in Spreadsheet	Scratch- Basics of Coding	Implementing loops in Scratch(If-Then)	Implementing loops in Scratch(If-Then-Else,Forever)	Coding for animation	Working with Math operators	Introduction to Paint-Copy and Resizing
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)
	GRAPHICS	LOGICAL SKILLS	OUR AMAZING WORLD		COMMUNICATIONS AND NETWORKS			
	Creating repeated patterns using Symmetric tool	Practising TuxMath-Logical skills	Virtual Experiments-Looking after your teeth	Virtual Experiments-Changing Solids	Email	Impacts of Networks	E-Safety, Methods to stay online Safe	E-Safety-Social Impacts of Networks

COMPUTING 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)
	<i>ALGORITHMS</i>				<i>PROGRAMMING AND DEVELOPMENT</i>			
	Interpretation and Applications	Step by step instructions	Error Correction in an Algorithm	Representation of an algorithm	Introduction to Programming and Development	Variables in Python	Coding for a user input	Fixing Errors
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)
	<i>WORD PROCESSING SKILLS</i>				<i>DATABASE MANAGEMENT SKILLS</i>			
	Advanced Features in MS Word	Text Wrapping	Tables-Alignment of Text	More on Tables	Database Elements	Database in MS Access	Table Creation-Design view/Datasheet view	Sorting & Filter using single field
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)
	<i>SPREADSHEET SKILLS</i>				<i>PRESENTATION SKILLS</i>			<i>GRAPHICS</i>
	Basic Structure	Creating Charts/Graphs	Basic formulae for arithmetic operations	Basic Functions	Introduction to Presentation	Animation and Transition Effects	Tables and Charts in presentation	Creating images using graphical skills
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)
	<i>GRAPHICS</i>	<i>PUTATIONAL THINK</i>		<i>COMMUNICATIONS AND NETWORKS</i>			<i>E-SAFETY</i>	
	Using Image editing tool	Introduction to Scratch	Input and Output peripheral	Software Applications	Methods to Secure data and personal information	Communications and Networks-Communication of digital devices	File Handling	Forms of Attacks

COMPUTING 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(2)	YR6/2(2)	YR6/3(2)	YR6/4(2)	YR6/5(2)	YR6/6(2)	YR6/7(2)	YR6/8(2)
	<i>ALGORITHMS</i>				<i>PROGRAMMING AND DEVELOPMENT</i>			
	Definition of an Algorithm	Creation and Decomposition	Identifying and Debugging Errors	More on Algorithms	Introduction to Programming and	Data types and Programming fundamentals	Coding in Python	Locating and Fixing Errors

					Development			
Term 1	YR6/9(2)	YR6/10(2)	YR6/11(2)	YR6/12(2)	YR6/13(2)	YR6/14(2)	YR6/15(2)	YR6/16(2)
	WORD PROCESSING SKILLS			DATABASE MANAGEMENT SKILLS			SPREADSHEET SKILLS	
	Paragraph and Font Formatting	Formatting Tables	Different Document Types	Structure and Data type	Creating Database and Table	Sorting and Search/Query	Spreadsheet Elements	Formulae for Arithmetic Operators
YEAR 6	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 2	YR6/17(4)		YR6/18(2)	YR6/19(2)	YR6/20(2)	YR6/21(2)	YR6/22(4)	
	PRESENTATION SKILLS			GRAPHICS	FILE HANDLING	HW&SW	COMMUNICATIONS AND NETWORKS	
	Functions-AVERAGE	Creating Slides	Hyperlinks in Presentation	Image editing tools to create an image	Handling Files	Selection of software and digital devices	Impacts of Networks	Stay Safe Online
Term 2	YR6/23(2)	YR6/24(2)	YR6/25(2)	YR6/26(4)		YR6/27(2)	YR6/28(2)	YR6/29(2)
					BIGGER PICTURE		INFORMATION TECHNOLOGY	
	Content, Contact and Conduct	Online Communities	Online Services	Handling Information	Impacts of technology	More on technologies	Features of Software Applications	More on Information Technology

COMPUTING 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(2)	YR7/1.2(2)	YR7/1.3(2)	YR7/1.4(2)	YR7/1.4(2)	YR7/1.5(2)	YR7/4.1(2)	YR7/4.2(2)
	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(2)	YR7/4.4(2)	YR7/4.5(2)	YR7/4.5(2)	YR7/2.1(2)	YR7/2.2(2)	YR7/2.3-2.4(2)	YR7/2.5-2.6(2)
	INTRODUCING PYTHON				APP INVENTOR			
	Variables in a program	Plan a process	Relational operator	Mathematical/ Logical operator	Design touchscreen interface	Create program 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(2)	YR7/5.2(2)	YR7/5.3(2)	YR7/5.4(2)	YR7/5.5(2)	YR7/6.1(2)	YR7/6.2(2)	YR7/6.3(2)
	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(2)	YR7/6.5 - 6.6(4)		YR7/3.1 - 3.2(2)	YR7/3.3(2)	YR7/3.4(2)	YR7/3.5(2)	YR7/3.6(2)
	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

COMPUTING 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(2)	YR8/1.2(2)	YR8/1.3(2)	YR8/1.5(2)	YR8/1.5(2)	YR8/1.4(2)	YR8/1.4(2)	YR8/1.6(2)
	COMPUTATIONAL THINKING							
	Computational thinking to solve a problem	Using Pseudocode	Abstraction & Exhaustive Search Algorithm	Serial search	Binary Search	Insertion Sort	Bubble Sort	Greedy Algorithm
Term 1	YR8/4.3(2)	YR8/4.4(2)	YR8/4.5(2)	YR8/4.5(2)	YR8/2.1(2)	YR8/2.2(2)	YR8/2.3-2.4(2)	YR8/2.5-2.6(2)
	DATA AND THE CPU							
	Bits,bytes and base2	Adding in binary	Measuring computer memory	Digital images	How computers store true color	Image quality	Revision on binary search and greedy algorithm	Revision on insertion sort and bubble sort
YEAR 8	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8
Term 2	YR8/5.1(2)	YR8/5.2(2)	YR8/5.3(2)	YR8/5.4(2)	YR8/5.5(2)	YR8/6.1(2)	YR8/6.2(2)	YR8/6.3(2)
	INRTODUCING PYTHON							
	Introducing Python(variables/datatypes/Arithmetic operators	Validate input using if	Repeat using for loop	Repeat using for loop	Exit condition using while loop	Exit condition using while loop	Make a list	Find the largest value in the list
Term 2	YR8/6.4(2)	YR8/6.5(2)	YR8/6.5(2)	YR8/3.1 - 3.2(2)	YR8/3.3(2)	YR8/3.4(2)	YR8/3.5(2)	YR8/3.6(2)
	INFORMATION TECHNOLOGY		CREATIVE COMMUNICATION					
	*Connecting to the internet & Hardware and protocols for the Internet		Structuring a web	Creating HTML	Formative	Creating graph		

	*Sending data & Searching the web *Narrowing your search & Following your route online	Plan your project	Constructing a web page	links, Adding Images	Features using Microsoft Excel	using Microsoft Excel	Revision - For loop	Revision - While loop
--	---	-------------------	-------------------------	----------------------	--------------------------------	-----------------------	---------------------	-----------------------

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		Use functions: SUM, AVERAGE, IF, VLOOKUP /LOOKUP, MAXIMUM, MINIMUM, COUNT (COUNTA, COUNTIF), LENGTH,	

					absolute and relative cell referencing, named cells/ranges. Replicate effectively.			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							
	Enter, edit and format text		POSTER		LEAFLET		MAILMERGE	
Term 2	YR9/P13 (4)		YR9/P14 (4)		YR9/P15 (4)		YR9/P16 (4)	
	WORD PROCESSING							
	MEMO	INFORMATION SHEET(FACT SHEET)	NEWSLETTER		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)	YR10/4(2)	YR10/5(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)	YR10/10(2)	YR10/11(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
	YR10/14(2)	YR10/15(2)	YR10/16(2)	YR10/17(2)	YR10/18(2)	YR10/19(4)		YR10/20(2)
	SOCIAL IMPACT					ONLINE COMMUNITIES		

Term 2	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
	YR10/21(4)		YR10/22(2)	YR10/23(4)		YR10/24(2)	YR10/25(2)	YR10/26(2)
Term 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,	Structure of a given database, including: record, field, table, primary key/field, foreign key/field, relationship		The need for validation and identify validation checks such as range		EXTENTION ACTIVITIES and REVISION		

	currency, logical/Boolean	key/πλεα, foreign key/πλεα, relationships between tables	check, presence check, type check, length check
--	---------------------------	--	---

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						REVISION	REVISION
	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						REVISION	
	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						REVISION ON PRESENTATION	
	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

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/SAMPLE PAPER			REVISION - PAST PAPERS/SAMPLE PAPER			REVISION - PAST PAPERS/SAMPLE PAPER	