KS3 & 4 Computing and ICT LTP

	Terms – Autumn, Spring and Summer (Please note that some of the units will run into other half terms as they are modules rather than half terms. Some modules will take longer than a term and some less)				
	Module 1	Module 2	Module 3		Module 4
Year 7	***Digital Skills and Use of School Network*** *NAME: N/A*	***Networks*** *NAME - IPC* *NAME: FPC*	***Block Based Coding 1*** *NAME - IPC* *NAME: FPC*		***Vector Graphics*** *NAME - IPC* *NAME: FPC*
Year 8	***Layers of Computing*** *NAME - IPC* *NAME: FPC*	***Developing for the Web*** *NAME - IPC* *NAME: FPC*	***Edublocks – Block Based Coding*** *NAME – IPC* *NAME: FPC*		***Modelling Data using Spreadsheets*** *NAME - IPC* *NAME: FPC*
	Module 1	**Module 2**	**Module 3**	**Module 4**	***Module 5***
Year 9	Animation NAME - IPC NAME: FPC	Text based Programming NAME - IPC NAME: FPC	User Interface Unit NAME - IPC NAME: FPC	Modelling NAME - IPC NAME: FPC	Data Representations NAME - IPC NAME: FPC
Year 10 DIT	***Introduction to DIT*** *Component 1 – User Interface skills* ***Component 1 - PSA***	***PSA – Component 1*** ***(December Moderation)***	***Component 2 – PSA preparation*** *Skills building* ***Component 2 - PSA***	***PSA – Component 2*** ***(May Moderation)***	***Component 3*** *– LAA* *Modern teams (6 lessons that need to be split into 12*	***Component 3 – LAB*** *Cybersecurity (6 lessons that need to be split into 12)*
Year 11 DIT	***Component 2 – Spreadsheet skills*** *Component 3 – LAB, Cybersecurity (6 lessons that need to be split into 12)*	***Component 2:*** *Data Collection for Component 2: Spreadsheet skills Dec/Jan Moderation)*	***Component 3*** *Component 3 – LAC, Implications of digital systems (6 lessons that need to be split into 12)*	***Component 3*** *Component 3 – LAD, Planning and communication (4 lessons that need to be split into 8)*	***Component 3 revision*** *Exam will be May 2024*	

Year 10 CS	***Systems Architecture x 11*** *Topic Assessment* ***Memory and Storage x 4*** *Topic Assessment* ***Programming lesson x8*** *Input, Output & Variables*	***Memory and Storage x 9*** *Topic Assessment* ***Computer networks, connections and Protocols x5*** *Topic Assessment* ***Programming lesson x7*** *Data Types, Casting, Selection*	***Computer networks, connections and Protocols x2*** *Topic Assessment* ***Network Securityx8*** *Topic Assessment* ***System Software x 4*** *Topic Assessment* ***Programming lesson x7*** *Iteration & Lists*	***System Software x 6*** *Topic Assessment* ***Ethical, Moral, Legal, Environmental and Cultural x4*** *Topic Assessment* ***Programming lesson x5*** *Random numbers. Case Switch Statements*	***Ethical, Moral, Legal, Environmental and Cultural x6*** *Topic Assessment* ***Paper 1 FULL MOCK*** ***Programming lesson x6*** *File Handling* *Do while*	***Algorithms x9*** *Topic Assessment* ***Programming lessons x8*** *Individual Challenges*
Year 11 CS	***Algorithms x 4*** *Topic Assessment* ***Boolean Logic x 4*** *Topic Assessment*	***Programming Languages and IDE x 2*** *Topic Assessment*	***Programming Languages and IDE x 4*** *Topic Assessment* ***Consolidation of learning gaps***			

CONSETT ACADEMY	Terms – Autumn, Spring and Summer (Please note that some of the units will run into other half terms as they are modules rather than half terms. Some modules will take longer than a term and some less)							
	Module 1 **The characteristics of contemporary processors, input, output and storage devices**	**Module 2** **Software and software development**	**Module 3** **Exchanging data**	**Module 4** **Data types, data structures and algorithms**	**Module 5** **1.5 Legal, moral, cultural and ethical issues**	**Module 6** **2.1 Elements of computational thinking**	**Module 7** **2.2 Problem solving and programming**	**Module 8** **2.3 Algorithms**
A Level P1/P2	*Components of a computer and their uses*	*Types of software and the different methodologies used to develop software*	*How data is exchanged between different systems*	*How data is represented and stored within different structures. Different algorithms that can be applied to these structures*	*The individual moral, social, ethical and cultural opportunities and risks of digital technology. Legislation surrounding the use of computers and ethical issues that can or may in the future arise from the use of computers*	*Understand what is meant by computational thinking*	*How computers can be used to solve problems and programs can be written to solve them*	*The use of algorithms to describe problems and standard algorithms*
	1.1.1 Structure and function of the processor	*1.2.1 Systems Software*	*1.3.1 Compression, Encryption and Hashing*	*1.4.1 Data Types*	*1.5.1 Computing related legislation*	*2.1 Thinking abstractly*	*2.2.1 Programming techniques*	*2.3.1 Algorithms*
	1.1.2 Types of processor	*1.2.2 Applications Generation*	*1.3.2 Databases*	*1.4.2 Data Structures*	*1.5.2 Moral and ethical Issues*	*2.1.2 Thinking ahead*	*2.2.2 Computational methods*	
	1.1.3 Input, output and storage	*1.2.3 Software Development*	*1.3.3 Networks*	*1.4.3 Boolean Algebra*		*2.1.3 Thinking procedurally*		
		1.2.4 Types of Programming Language	*1.3.4 Web Technologies*			*2.1.4 Thinking logically*		
						2.1.5 Thinking concurrently		
Assessments	**End of Topic Written Assessment 1.1**	**End of Topic Written Assessment 1.1/1.2**	**End of Topic Written Assessment 1.1/1.2/1.3**	**End of Topic Written Assessment 1.1/1.2/1.4**	**End of Topic Written Assessment 1.1/1.2/1.3/1.4/1.5**	**End of Topic Written Assessment 1.1/1.2/1.3/1.4/1.5/2.1**	**End of Topic Written Assessment 1.1/1.2/1.3/1.4/1.5/2.1/2.2**	**End of Topic Written Assessment Both Papers**

KS5 LTP

CONSETT ACADEMY	Terms – Autumn, Spring and Summer (Please note that some of the units will run into other half terms as they are modules rather than half terms. Some modules will take longer than a term and some less)			
	3.1. Analysis of the problem (10 marks)	**3.2 Design of the solution (15 marks)**	**3.3 Developing the solution (25 marks)**	**3.4 Evaluation (20 marks)**
A Level NEA **Normally Completed in Year 13**	*3.1.1 Problem identification*	*3.2.1 Decompose the problem*	*3.3.1 Iterative development process*	*3.4.1 Testing to inform evaluation*
	3.1.2 Stakeholders	*3.2.2 Describe the solution*	*3.3.2 Testing to inform development*	*3.4.2 Success of the solution*
	3.1.3 Research the problem	*3.2.3 Describe the approach to testing*		*3.4.3 Describe the final product*
	3.1.4 Specify the proposed solution			*3.4.4 Maintenance and development*
Assessments	**Teacher Feedback – 3.1**	**Teacher Feedback – 3.2**	**Teacher Feedback – 3.3**	**Teacher Feedback – 3.4 Overall NEA Feedback**