SUBJECT : ICT	2016 -17

Yr7	Topics: Unit 1 Unit 2 Unit 3	Learning Outcomes: To understand how to protect yourself online To understand the different parts of a computer system To understand how data can be handled and represented To understand how programs work To understand how to control hardware using programs To understand the graphical components of a website To understand how to build a website
Yr8	Topics: Unit 1 Unit 2 Unit 3	Learning Outcomes: To understand how to stay safe online To understand how to manipulate different types of data To create graphical components for a website To understand the use of programming for a task To understand programming techniques To understand use of control in programming To understand the use of data collection and analysis
Yr9	Topics: Unit 1 Unit 2 Unit 3	Learning Outcomes: To understand the components of multimedia products To understand App programming using App Inventor To understand textual programming using Python To understand the selection and combination of a variety of software to accomplish given goals To understand how software are combined To understand how the system lifecycle combine on a project
Yr10	Courses: AQA Computer Science	Learning Topics: • Fundamentals of algorithms • Programming • Fundamentals of data representation • Computer systems • Fundamentals of computer networks • Fundamentals of cyber security • Ethical, legal and environmental impacts of digital technology on wider society, including issues of privacy • Aspects of software development • Non-exam assessment

	AQA ICT GCSE Cambridge National ICT	• How to develop a system following the System Life Cycle • How to use different software to develop applications for a business environment • How to develop websites, spreadsheet models, presentations or databases • Current and emerging technology • Societies' use of ICT • Understanding computer systems • Using ICT to create business solutions • Creating an interactive product using multimedia components • Creating digital images
Yr11	Courses: AQA Computer Science AQA ICT GCSE Cambridge National ICT	Topics: • How to program in various languages • How to plan and develop a computer program • How to use Functions, Variables and Constants • How to test for errors • How to evaluate your solution • How to develop a system following the System Life Cycle • How to use different software to develop applications for a business environment • How to develop websites, spreadsheet models, presentations or databases • Current and emerging technology • Societies' use of ICT • Understanding computer systems • Using ICT to create business solutions • Creating an interactive product using multimedia components • Creating digital images
Yr12	Course: AQA AS Computer Science	Topics: • Fundamentals of programming • Fundamentals of data structures • Systematic approach to problem solving • Theory of computation • Fundamentals of data representation • Fundamentals of computer systems • Fundamentals of computer organisation and architecture • Consequences of uses of computing • Fundamentals of communication and networking

	AQA AS ICT	• Practical Problem Solving in the Digital World • Living in the Digital World
Yr13	Course: AQA GCE Computer Science	Topics: • Fundamentals of programming • Fundamentals of data structures • Fundamentals of algorithms • Theory of computation • Fundamentals of data representation • Fundamentals of computer systems • Fundamentals of computer organisation and architecture • Consequences of uses of computing • Fundamentals of communication and networking • Fundamentals of databases • Big Data • Fundamentals of functional programming • Systematic approach to problem solving • Non-exam assessment – the computing practical project
	AQA A level ICT	• The Use of ICT in the Digital World • Coursework: Practical Issues Involved in the Use of ICT in the Digital World
	AQA Cambridge Technicals	• Unit 17 - Interactive media authoring • Unit 18 - Web animation for interactive media