

Curriculum Map 2023-2024



Key Stage	Year Group	Subject: ICT				Programme of Study
KS3+4	All					Entry Level 3 ICT
Autumn A		Autumn B	Spring A	Spring B	Summer A	Summer B
Topic(s)		Topic(s)	Topic(s)	Topic(s)	Topic(s)	Topic(s)
Programming - Kodu		Spreadsheets – Thematic (Children in Need)	Internet Safety	Interact with and use an ICT system to meet given needs	Manipulation of documents – Thematic (World Wish Day)	Board Game creation
Assessment Tasks		Assessment Tasks	Assessment Tasks	Assessment Tasks	Assessment Task	Assessment Tasks
Design and create your own simple game using Kodu. Self-assessment against game criteria Peer assessment when playing game		Creation of simple spreadsheet showing basic costs (lower) Creation of advanced spreadsheet showing extended formula	Completion of internet Safety Quiz	Completion of Red Nose day literature Completion and print out of e-mail exam question.	Identification and manipulation of information across documents	Design and create your own simple board game. Self-assessment against game criteria Peer assessment when playing game
Key Focus/Skills: Design, write and debug programs that accomplish specific goals on Kodu Begin to experiment with variables to control models Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs		Key Focus/Skills: Load and exit spreadsheet Load and save a spreadsheet file Enter data into the spreadsheet Format data – font, font size, colour Move, copy and replicate data Create a graph/chart Print a spreadsheet file	Key Focus/Skills: Recognise potential hazards Working in a safe environment Internet Searching Do's and Don'ts Identify poor decisions (online) How safe are you (online) Your online identity	Key Focus/Skills: Input and Output Devices Peripherals Removable Media Formatting of documents E-mail	Key Focus/Skills: Audience and Purpose Copy and Paste Drag and Drop Word Art Ordering Grouping	Key Focus/Skills: Design, write and create game pieces using ICT for a brand new board game. Develop game play Use reasoning to explain how turn taking work Respond to feedback from others
Personal Development		Personal Development	Personal Development	Personal Development	Personal Development	Personal Development
Relationships		Mental Health and Wellbeing	Relationships (Internet Safety Day)	Relationships	Living in the Wider World	Living in the Wider World
Reading & Writing		Reading & Writing	Reading & Writing	Reading & Writing	Reading & Writing	Reading & Writing
Kodu tutorials Writing of game criteria Coding blocks		Focus on Key words Explaining screenshots	Identification of errors Creation of checklists	E-mail Formatting Documents	Creation of documents suitable for audience and purpose	Creating game rules Developing the "board"
Speaking & Listening		Speaking & Listening	Speaking & Listening	Speaking & Listening	Speaking & Listening	Speaking & Listening
Group discussion and peer to peer questioning to gain understanding		Ability to answer open and closed questions Ability to verbalise instructions	Peer to peer explanations How safe are you online?	Q+A – Teacher	Student led instruction giving	Group discussion and peer to peer questioning to gain understanding

Numeracy & Mathematical Reasoning	Numeracy & Mathematical Reasoning	Numeracy & Mathematical Reasoning	Numeracy & Mathematical Reasoning	Numeracy & Mathematical Reasoning	Numeracy & Mathematical Reasoning
Use of angles and length when creating movement of Sprites. Understanding of shape when designing game backgrounds	Use of number and mathematical formulae in spreadsheets Addition, multiplication, division	Search parameters and "hit" numbers Smaller and larger than Use of mathematical symbols in search criteria	Use of number – KB, MB, GB, TB Print copies	Understanding of shape and space Use or ordering and grouping	Understanding of space and shape. Division of space. Multiplication of game counters/pieces
Creative Media	Creative Media	Creative Media	Creative Media	Creative Media	Creative Media
Use of Youtube tutorials and video analysis of existing Kodu programs	Youtube tutorials and video analysis	Spinning social wheel experiment Use of office environments	Red Nose Day literature/games/videos	Youtube: I have a dream Youtube: I wish	Board games: Ludo, Chess, Checkers, Snakes and Ladders