



# The Priory Witham Academy: Curriculum Overview

Believe together, achieve together

SUBJECT	ICT/Computing	CURRICULUM LEADER	Mr Eyre	YEAR	Year 8
ORGANISATION OF THE SUBJECT	In Year 8 students have 2 hours of ICT/Computing a week. This occurs for 2 modules a year as ICT/Computing is part of the Technology rotation.				
Key Concepts (The big ideas underpinning this subject)			Key Skills in this subject		
<p>The KS3 curriculum aims to incorporate the application of ICT/Computing to everyday personal and business problems, including:</p> <ul style="list-style-type: none"> <li>▪ Safe, effective personal use of ICT</li> <li>▪ Secure use of social networking,</li> <li>▪ Sharing of good quality, authored content</li> <li>▪ Gaming</li> <li>▪ Programming</li> <li>▪ Digital media</li> <li>▪ Impact of ICT on society</li> <li>▪ Effective use of core applications</li> </ul>			<p>The range of projects aim to develop the students' skills in;</p> <ul style="list-style-type: none"> <li>• Programming</li> <li>• Digital literacy</li> <li>• Multimedia &amp; graphics</li> <li>• Planning</li> <li>• Organisation</li> <li>• Problem solving</li> <li>• Design</li> <li>• Evaluating</li> <li>• Numeracy</li> <li>• Literacy</li> </ul>		
What will be learnt in this subject?			How will learning take place in this subject?		
<p><b>Digital Graphics</b></p> <ul style="list-style-type: none"> <li>• Client brief</li> <li>• Target audience</li> <li>• Pre-production documents</li> <li>• Photoshop/Fireworks application</li> </ul> <p><b>Web Design</b></p> <ul style="list-style-type: none"> <li>• Web design using core applications</li> <li>• Design and implementation of a sequence of linked web pages.</li> </ul>			<ul style="list-style-type: none"> <li>• Confectionary product development</li> <li>• Design and create a website (learner's choice)</li> <li>• Design and create an animation (learner's choice)</li> </ul>		

<ul style="list-style-type: none"> <li>• HTML coding</li> </ul> <p><b>Animation (Flash)</b></p> <ul style="list-style-type: none"> <li>• Animation research</li> <li>• Animation design</li> <li>• Flash application</li> <li>• Animation review</li> </ul>	
<p>What methods of assessment will be used?</p>	<p>How can you support learning and progress in this subject?</p>
<ul style="list-style-type: none"> <li>• Verbal assessment in lessons</li> <li>• Peer and self-assessment</li> <li>• Written (computer based) assessment pieces</li> <li>• Visual assessment of application competence</li> </ul>	<ul style="list-style-type: none"> <li>• Engage in conversation about topics undertook</li> <li>• Encourage your child to follow the news, especially items related to the business and technology</li> <li>• Encourage use of ICT/Computing applications where required</li> <li>• Engage in E-Safety discussions with your child</li> </ul>
<p>Equipment needed for this subject.</p>	<p>Learning outside the classroom: enrichment opportunities in this subject.</p>
<ul style="list-style-type: none"> <li>• Basic Academy stationary</li> <li>• ICT facilities (provided)</li> </ul>	<ul style="list-style-type: none"> <li>• Safer Internet Day</li> <li>• Computing club (specific modules)</li> <li>• ICT facilities to enhance homework.</li> </ul>