Grange Park School

Learning for Life - Personalised Pathways for All

KS5

College Courses
IT Computing

ASDAN COMPUTING

AQA UNIT AWARD
- Multimedia
- Games
- Design and packaging

DIGITAL EMPLOYABILITY SKILLS
- Publisher
- Excel
- Database
- Digital Media including photo editing and collage
- Online safety
- Social Media
- IT Proficiency
- Microsoft Office
- Threats to a computer system within a workplace

SIT GCSE MATHS

REVISION

YEAR 11

SIT GCSE STATISTICS

UNIT 75: WEBSITE SOFTWARE
- Testing and reviewing a webpage
- Identify the purpose of a webpage and its intended audience
- Planning and creating a website to a brief

UNIT 37: USING THE INTERNET
- Identify the main Internet connection methods
- Filtering and copyright permissions
- Understand the main features and functions of a browser

UNIT 01: IMPROVING PRODUCTIVITY USING IT
- Use specific IT systems to complete a task
- Review IT systems used for a specific task
- Plan the use of IT systems to complete a task

UNIT 67: SPREADSHEET SOFTWARE
- Present data using graphs and tables
- Apply functions and formulas
- Enter, edit and organize different types of data

UNIT 61: SET UP AN IT SYSTEM
- Identify the different IT components required in a computer system
- Identify the requirements needed for an ISP
- Demonstrate the different user interface requirements of an operating system

YEAR 10

WEBSITE DEVELOPMENT PROJECT
- Testing and reviewing
- Understanding HTML and CSS
- Identify the requirements of a brief
- Exploring website constructs

COMPUTER NETWORKS
- Identify the difference between a LAN and WAN
- Topologies
- Wired vs Wireless

PYTHON PROGRAMMING 2
- Demonstrating iteration in a program
- Programming to a brief
- Input and output data

YEAR 9

MODELLING: SPREADSHEET 2
- Applying formulas and functions
- Presenting data in graphs
- Filtering data

PYTHON PROGRAMMING 1
- Understanding programming constructs
- Identifying the rules of the language
- Variables and data types

COMMUNITY DESIGN PROJECT
- Identify the requirements of a brief
- Testing and reviewing
- Developing digital graphics

DATA REPRESENTATION
- Binary data in a computer
- Converting between binary and denary
- How are images displayed on a computer?

COMPUTATIONAL THINKING
- Abstraction and decomposition
- Algorithms
- Computational thinking and its importance

HISTORY OF COMPUTING
- Understanding logic gates
- Influential figures and their inventions
- Encryption and decryption

CYBERSECURITY
- Understanding the main malware threats
- Cybersecurity prevention methods
- Digital footprint: What do you need to know ?

YEAR 8

SCRATCH PROGRAMMING PROJECT
- Reviewing and testing a programming project
- Understanding a project brief
- Understanding and applying scripts

RELIABLE INFORMATION
- Reliable news: Fake or real
- Presenting primary research
- Collecting primary research

MODELLING DATA: SPREADSHEETS
- Applying formulas
- Input and process information
- Exploring a spreadsheet

HARDWARE AND SOFTWARE
- Risks to a computer performance
- Hardware required for a device
- Software required for a device

E-SAFETY
- Reporting and staying safe
- Digital literacy: keeping usernames and passwords secure
- Respectful online communication including social networking platforms

YEAR 7

SKILLS SHOWCASE
- To know that decomposition of an idea is important when creating stop-motion animations.
- Identify input, processing and output
- To know what designing an electronic product involves.
- Debug programs and make them more efficient using sequence, selection, repetition or variables.

ONLINE SAFETY
- Be aware of how to seek consent from others before sharing material online and can describe how content can still be shared online even if it is set to private.
- Learning strategies to capture evidence of online bullying in order to seek help.
- To understand what it means to have a positive online reputation.

COMPUTING SYSTEMS AND NETWORKS
- To know how search engines work.
- How to use search engines effectively to find information, focussing on keyword searches and evaluating search returns.

PROGRAMMING
- Predicting how software will work based on previous experience.
- Writing code to create a desired effect.
- To understand that using loops can make the process of writing music simpler and more effective.

CREATING MEDIA
- Using video editing software to animate.

DATA HANDLING
- Identify some of the types of data that the Mars Rover could collect

YEAR 6

SKILLS SHOWCASE
- Understanding the fetch, decode, execute cycle.
- To understand various techniques that will improve the design of a 3D object (using CAD software).
- Gathering and analysing data in real time.

DATA HANDLING
- Explain how infrared can be used to transmit a Boolean type signal.

CREATING MEDIA
- Explain how to record sounds and add in sound effects over the top.
- To know that sound clips can be edited and trimmed.

PROGRAMMING
- To understand and recognise coding structures including variables.
- Predicting how software will work based on previous experience.

COMPUTING SYSTEMS
- To know about some of the historical figures that contributed to technological advances in computing.
- Explain that codes can be used for a number of different reasons and decode messages.

ONLINE SAFETY
- Recognising that information on the Internet might not be true or correct and learning ways of checking validity.
- Recognise when health and well-being are being affected in either a positive or negative way through online use.

YEAR 5

welcome

COMPUTING LEARNING JOURNEY – GRANGE PARK SCHOOL