

KS3 ICT Curriculum Overview 2021 - 2022

Statement of Intent: Students learn key skills within the Microsoft Word, PowerPoint and Excel applications, to enable them to work effectively within school, home and work environments. They also follow a programme of online safety and protection. Students build core key skills such as building a simple file structure and organising work, using email and working on school online platforms. Additionally, students learn how to use the basic Microsoft package to be able to enhance their school work across all subjects and to enable access to other learning at home or in future employment. ICT staff provide feedback during lessons via group work, individually, using online assessment software and via assessments.

Year	Module 1 & 2	Module 3 & 4	Module 5 & 6
7	 File and folder structure File & folder names File organisation E-Safety Word Developing layouts Applying labels, headers, footers, page numbers, bookmarks Applying text styles & formats Adding, formatting and modifying tables, images, WordArt, charts Apply skills to create a newspaper article 	Creating templates & consistent styles Adding, formatting and modifying tables, images, charts and animated images Applying slide animation, transitions and timings Manual and automated animation& slide transitions Cropping and modifying images Navigation - using action buttons Using internal and external hyperlinks Create Interactive PowerPoint Quiz/show	 Excel Navigating Excel Collecting and entering data Adding, formatting and modifying cells Creating a data table Labelling data tables & sheets Graphical representation of data Applying basic formulas Sorting and filtering data
8	 File and folder structure File & folder names File organisation E-safety Computer crime and security PowerPoint Recap Yr7 PowerPoint skills Create looping shows for an audience Create a Mouse-over maze Create a touch screen user interface for a specific subject and audience Create an interactive card turning game Graphics (PowerPoint & PixIr) Create a digital magazine Understanding magazine terms and layout Advanced use of PowerPoint graphics Use of PixIr to modify graphics 	Create and conduct survey to gather information Formatting and modifying cells Apply conditional formats Applying formulas to solve a problem Develop and apply a variety of spreadsheets Create data dashboard Add drop down menus Creating forms and adding form controls Drop down menus Spinners Check box Radio buttons Create pivot tables to display data Apply slicer and timeline	Mixed application project Use a variety of research and apps to capture, format, analyse and report data and information Flow diagrams & charts Understanding data flow charts Create digital solutions to problems Game Programming (Scratch & Fusion 2.5) Create basic game concept Create characters & movement Develop frame background Apply conditions to characters and game objects Add score, lives and timers