Secondary IT and Business Curriculum Map

Term	Year 7	Year 8	Year 9	Year 10	Year 11
1 & 2	**E- Safety & Multi Media.** Students will develop their understanding of staying safe online and in the digital world. They will produce a multimedia presentation to consolidate their learning. **Desktop Publishing.** Students will develop their understanding of desktop publishing creating a storyboard comic strip about animals.	**E Safety.** Students will build upon their learning from year 7, covering topics including Cyber bullying, social media and the ways in which apps / devices should be used sensibly. They will complete a paper based assessment at the end of the unit to show their understanding of the topic. **Web design.** Students will develop their skills in software called Serif Web Plus.	**Computing - RO92.** Students will research existing products, design and plan their own game building based on the client brief. **Business** **Theme 1** – 1.1 Enterprise and Entrepreneurship Students will develop their knowledge of what an entrepreneur is and the setting of an enterprise. Students will then plan, create and evaluate their own enterprise project building on their knowledge.	**Computing - RO92.** Students will research existing products, design and plan their own game building upon their learning from the previous term. **Business** **Theme 1** – 1.1 Enterprise and Entrepreneurship **Theme 1** – 1.2 Spotting a business opportunity	**Computing - RO92.** Students will research existing products, design and plan their own game building upon their learning from the previous term. **Business** **Theme 2** – 2.1 Business Growth **Theme 2** – 2.2 Making marketing decisions
3 & 4	**Games Design.** An introduction to Game Maker basic programming software where students design a game. Students will be expected to plan, create and evaluate a maze game of their choosing using the comic strip from the previous unit.	**Representation of Data.** Students will build their knowledge and understanding of Binary. Students will begin to look at data and how binary is converted to denary and vice versa. Simple binary addition will be covered along with some basic logic gates. **Developing Digital Graphics.** Students will develop their knowledge of image editing and manipulation to create a game cover based on a given scenario.	**Computing – IMedia RO92 & RO82** **RO92.** Students will research existing products, design and plan their own game building upon their learning from the previous term. **RO82** - Students will research existing products, design, plan and produce a book cover. The students will research existing products, design and plan their own book cover for a given scenario. **Business** **Theme 1** – 1.2 Spotting a business opportunity	**Computing – IMedia RO92 & RO82** **RO92**- Students will research existing products, design and plan their own game building upon their learning from the previous term. **RO82** - Students will research existing products, design, plan and produce a book cover. The students will research existing products, design and plan their own book cover for a given scenario. **Business** **Theme 1** – 1.3 Putting a business idea into practice. **Theme 1** – 1.4 Making the business effective	**Computing – IMedia RO92 & RO82** **RO92**- Students will research existing products, design and plan their own game building upon their learning from the previous term. **RO82** - Students will research existing products, design, plan and produce a book cover. The students will research existing products, design and plan their own book cover for a given scenario. **Business** **Theme 2** – 2.3 Making Operational Decisions **Theme 2** – 2.4 Making Financial Decisions

| 5 & 6 | MicroBits.
Students will develop their knowledge of basic programming using the MicroBit website and MicroBit computers.
Spreadsheet Modelling. Students will develop their modelling skills using Microsoft Excel. The students will create a variety of spread sheets that incorporate formulas, functions and IF Statements. Students will use charts to display their findings and will develop an understanding of how spread sheets can be used. | Data Handling (Murder Most Horrid).
Students will have an introduction to data handling software (MS Access). Students will learn to sort, search and present findings from a large data set and understand how this may be used in a real life setting.

Games Design.
Students will continue to develop their knowledge and skills using Game Maker programming software where students design a platform game. Students will be expected to plan, create and evaluate a game of their choosing. | Computing – IMedia RO82 book Cover
The students will build upon their previous learning to complete their design and produce their book cover. The students will complete their design and plan for their own book cover for a given scenario and finally they will create their planned book cover editing and manipulating their digital graphics.

Business
Theme 1 – 1.3 Putting a business idea into practice | Computing – IMedia RO82 Book Cover.
The students will build upon their previous learning to complete their design and produce their book cover. The students will complete their design and plan for their own book cover for a given scenario and finally they will create their planned book cover editing and manipulating their digital graphics.

Business
Theme 1 – 1.5 Understanding external influences on businesses
Theme 2 – 2.1 Growing the business | Computing – IMedia RO82 Book Cover.
The students will build upon their previous learning to complete their design and produce their book cover. The students will complete their design and plan for their own book cover for a given scenario and finally they will create their planned book cover editing and manipulating their digital graphics.

RO81 – resit for some students

Business
Theme 2 – 2.5 Making Human Resources Decisions.
Exam Revision and sitting of exams. |