

KS3 Computing Year 7



Hour of Code

What makes a good design?

E-safety and PowerPoint skills building

Expectations/Passwords / File structures/ E-mails/ Class charts

(E-Safety) – Social media

(E-Safety) – Social media

Adobe Photoshop – Soda can project

Evaluation/Review

Assessment

PowerPoint – Skills and graphic design principles

PowerPoint

Health issues caffeine and sugar

Learn how to analyse designs

Learn basics in Excel through creating a customer survey

Types of graphic Software



Create first HTML page – About me



How to plan a design

HTML - Coding

Intro to HTML

KODU – Game design

Develop skills using Adobe Photoshop

(E-Safety) Drop in lesson

Assessment

Investigate what makes a good game

Analyse Game designs

What are Input, output and processing devices

Develop skills using Kodu

Assessment

On to year 8



Mortimer



KS3 Computing

Year 8



Programming theory and BBC Microbits

(E-Safety) Drop in lesson
Hour of Code

Understanding algorithms and decomposition

How does Boolean logic work

What is binary

Learn how to write a specification

Develop design Ideas

Album cover analysis

Understand what makes a good album cover

(E-Safety) Drop in lesson

Adobe Photoshop – Digital Album cover

Further develop Adobe Photoshop skills

Assessment

Adobe Animate – Animation project

Understanding graphic design principles

Learn about different types of animation



Animation techniques

(E-Safety) Drop in lesson

HTML - Coding

Understanding animation tweens

Understanding frame by frame

Develop animation skills



MORTIMER

On to year 9

Create second HTML page - Timetable

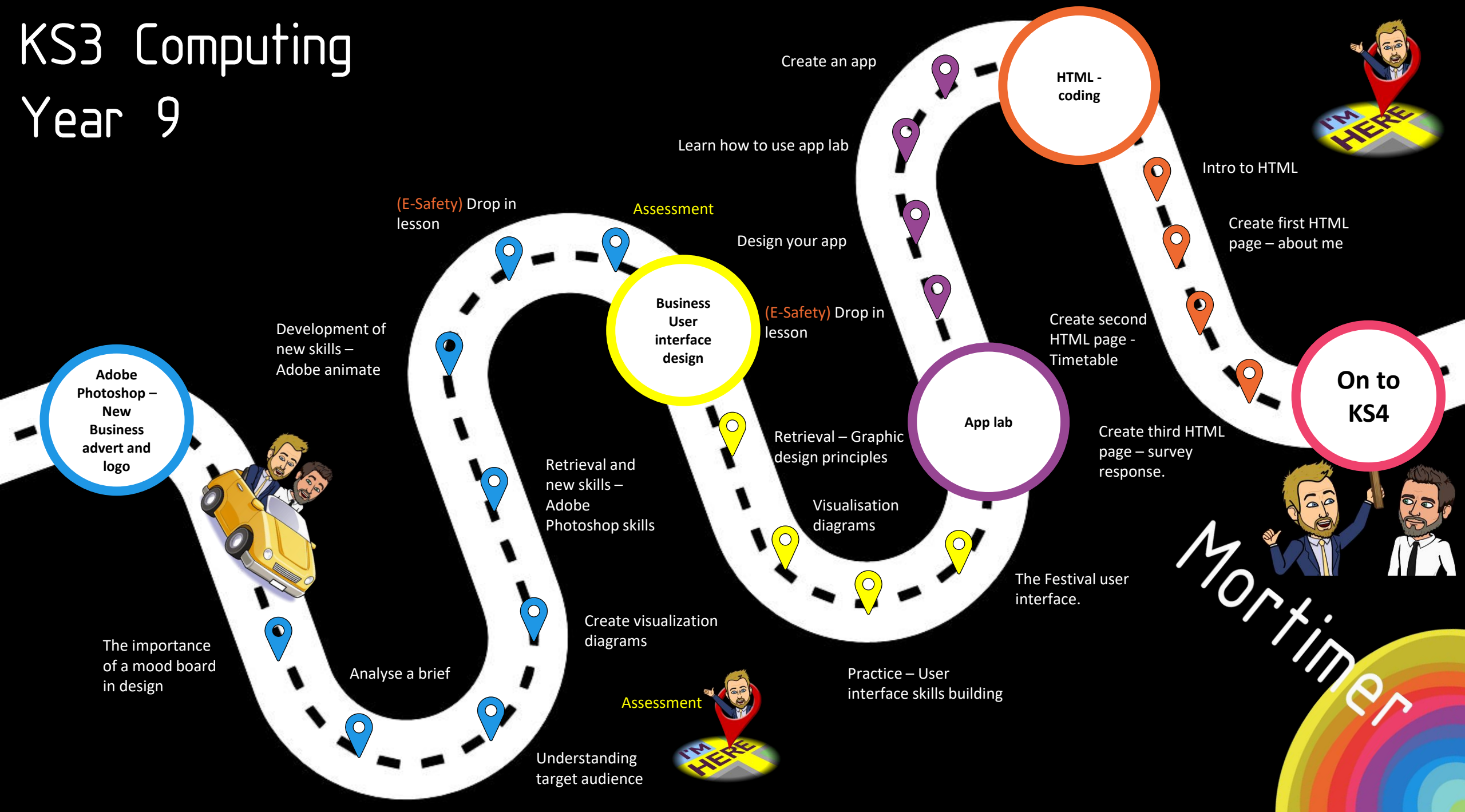


Create first HTML page – about me

Intro to HTML



KS3 Computing Year 9



Adobe Photoshop – New Business advert and logo

Development of new skills – Adobe animate

The importance of a mood board in design

Analyse a brief

(E-Safety) Drop in lesson

Assessment

Business User interface design

Retrieval and new skills – Adobe Photoshop skills

Create visualization diagrams

Understanding target audience

Assessment



Learn how to use app lab

Design your app

(E-Safety) Drop in lesson

Retrieval – Graphic design principles

Visualisation diagrams

Practice – User interface skills building

Create an app

App lab

The Festival user interface.

HTML - coding

Intro to HTML

Create first HTML page – about me

Create second HTML page - Timetable

Create third HTML page – survey response.

On to KS4



Mortimer

