

## Highfield ICT Long Term Plan 2022 – 2023

### Core Curriculum

	Autumn		Spring		Summer	
	1	2	1	2	1	2
<b>ICT 1</b>	<b>Technology in Life</b>	<b>Digital Literacy</b>	<b>eSafety</b>	<b>Multimedia</b>	<b>Programming</b>	<b>Consolidating</b>
	Identifying technology and how it is used. Navigating the internet.	Identifying digital information. Using technology creatively. Presenting and saving information.	Knowing passwords and some personal information. Knowing some of the dangers when online.	Using devices to create and access media. Understanding which devices relate to different media types.	Following instructions. Using commands and switches to make things happen.	
<b>ICT 2</b>	<b>Technology in Life</b>	<b>Digital Literacy</b>	<b>eSafety</b>	<b>Accreditation</b>	<b>Multimedia</b>	<b>Programming</b>
	Understanding and describing ways that technology can be used. Using the internet to carry out research.	Knowing that different programs are used for different tasks. Presenting ideas and information with structure. Saving work in a specific location.	Understanding personal information and privacy. Understanding the dangers online and how to be safe.	Functional Skills E1	Using devices to create multiple types of media. Using software to combine and present media. Using a touchscreen with skill and accuracy.	Giving and following instructions. Understanding how commands can be sequenced to produce a desired outcome.
<b>ICT 3</b>	<b>Technology in Life</b>	<b>Digital Literacy</b>	<b>eSafety</b>	<b>Accreditation</b>	<b>Multimedia</b>	<b>Programming</b>
	Knowing why we use technology and its benefits. Understanding content creation. Knowing the difference between the online and physical worlds.	Using software to present information for different audiences. Using assistive technology to create written work. Knowing how to navigate emails. Knowing how to search the internet.	Understanding the need for privacy. Knowing how to address online issues. Understanding the need for caution when online.	Functional Skills E2	Identifying and describe how multiple devices can be used to create media. Making charts and graphs using data. Use online tools to share media. Using software to edit media.	Instructing and taking direction from peers. Describing and sequencing commands effectively. Identifying errors and rectifying them.

<b>ICT 4</b>	<b>Technology in Life</b>	<b>Digital Literacy</b>	<b>eSafety</b>	<b>Accreditation</b>	<b>Multimedia</b>	<b>Programming</b>
	Understanding the location of different resources and software. Using key words to search the internet. Identifying whether sources of information are trustworthy. Understanding copyright. Creating and using hyperlinks.	Presenting information in different ways using multiple formatting techniques for different audiences. Copying and Pasting. Sending and receiving emails.	Identifying strong passwords. Understanding internet safety and reporting principles. Understanding the permanence of online posts.	Functional Skills E3	Creating a presentation featuring music, images and video. Using formatting techniques to ensure clear and effective presentation. Peer assessing.	Using step by step logical thinking and problem-solving skills. Identify errors and address them. Combining tools and functions to create more complex commands.
<b>ICT 5</b>	<b>Technology in Life</b>	<b>Digital Literacy</b>	<b>eSafety</b>	<b>Accreditation</b>	<b>Multimedia</b>	<b>Programming</b>
	Understanding how the internet can be used. Knowing how the internet works. Collaborating online. Defining copyright and sources on the internet. Understanding search results and validity.	Sending emails with appropriate structure. Using advanced formatting tools. Working across documents and file types. Sourcing appropriate imagery.	Protecting personal information. Understanding the consequences of online dangers. Knowing how to protect information and systems with good practice.	Functional Skills L1	Researching new technologies. Creating presentations with skill and consideration for end user. Identifying online tools to suit purpose. Providing constructive criticism in peer assessment.	Using advanced commands and functions to create programs. Using and applying logic to problem solving.

## Development Curriculum

	Autumn		Spring		Summer	
	1	2	1	2	1	2
ICT D1	<b>Technology in Life</b>	<b>Digital Literacy</b>	<b>eSafety</b>	<b>Multimedia</b>	<b>Programming</b>	<b>Consolidating</b>
	Watching related videos with focus.	Identifying different types of information.	Following instructions to operate and navigate technology systems.	Interacting with different media.	Interacting with technology to make things happen.	
ICT D2	<b>Technology in Life</b>	<b>Digital Literacy</b>	<b>eSafety</b>	<b>Multimedia</b>	<b>Programming</b>	<b>Consolidating</b>
	Playing interactive games	Linking images on screen to real life.	Sharing and taking turns in using technology.	Recognising themselves and others within media.	Using switches or buttons to perform an action.	
ICT D3	<b>Technology in Life</b>	<b>Digital Literacy</b>	<b>eSafety</b>	<b>Multimedia</b>	<b>Programming</b>	<b>Consolidating</b>
	Identifying functions through graphical representations.	Linking text on screen to the physical world.	Understanding risks associated with technology.	Maintaining interest and focus whilst interacting with technology.	Using switches with purpose and understanding.	
ICT D4	<b>Technology in Life</b>	<b>Digital Literacy</b>	<b>eSafety</b>	<b>Multimedia</b>	<b>Programming</b>	<b>Consolidating</b>
	Selecting and accessing programs using their icons. Using switches/buttons on electrical/digital devices.	Using a keyboard and mouse. Operating simple software. Accessing specific media.	Applying self-control when using technology and understanding potential dangers whilst online.	Using devices to record media and navigating media players and web browsers.	Combining the use of multiple switches to complete a task and naming equipment which feature switches.	
ICT D5	<b>Technology in Life</b>	<b>Digital Literacy</b>	<b>eSafety</b>	<b>Multimedia</b>	<b>Programming</b>	<b>Consolidating</b>
	Discussing technology used at home and at school. Using the internet safely. Operating devices/equipment.	Logging in with credentials. Using a mouse/keyboard with skill. Understanding different types of media and information.	Discussing access and safety in using the internet with an adult. Showing kindness and consideration online.	Creating and manipulating information and adjust their presentation. Navigating web pages.	Sequencing commands to make something happen	