|  |  |
| --- | --- |
| IT | **Curriculum Team Vision** |
| At OMA we believe education is for everyone, that all students irrespective of their backgrounds, will be exceptional pupils, so they are equipped with the necessary knowledge, skills, qualifications, and mind-set to contribute positively to society.  Everything we do in the vocational faculty is aimed at providing an ambitious and challenging curriculum which inspires, motivates, and exploits the limitless potential of all our students. This will be achieved by us ‘*being inspired by the past - creating excellence in the present- by embracing the future’.*  Our long-term aim is to produce thinking, adaptable adults capable of taking his / her place in a changing technological society. We strive to create distinctive and dynamic partnerships between students and the world or work, forging active relationship with industry-based external training providers and employers.  The vocational curriculum seeks to promote an educational culture which is scientific, technological, creative, healthy, and entrepreneurial within the framework of the school and national curriculum. In addition, our faculty aims to provide the excellent practical technological, scientific, and holistic communication skills needed by our manufacturing and service industries within the UK and global markets. Thus, ensuring that our students will be well-educated and skilled, ready, and able to progress into employment, further training, or higher education according to their individual aptitudes and ambitions.  The faculty will be truly cross-curricular and will use aspects of many subjects to aid the students when developing innovative ideas and solving problems individually or as a team. The only boundary to making an impact in the future is our ‘*imagination*’ and our ability to ‘*engineer’* the solutions that could affect peoples’ lives. Students arrive and leave our faculty with a sense of wonder in learning…. that they will carry with them for a lifetime.    **Pupils should be taught to:**  To equip students with all of the IT skills required to excel across all curricular areas. The ability to present information effectively using a range of IT skills and interpret data effectively are valuable tools every student needs to excel.  Students need to emerge themselves into technology, and experiment with the tools available to enhance knowledge and confidence with I.T. The most successful IT specialists are not afraid of trying new ways as technology is emerging every day.  The KS3 Computing course is designed to equip students with all of the tools required to excel cross-curricular. It also offers a sample of KS4 IT course that are offered, to better inform students on which path to choose.  **YEAR 7:**  The aims we have for students are:  For all students to become proficient and competent users of modern day computer systems in helping them meet their current learning needs across the curriculum.  In this project the pupils will look at searching effectively using the Internet, the importance of gathering a range of assets and storing them. Understand how to use 2D Design and interpret and produce Binary coding and understand Networks.  The Year7 curriculum aims to introduce students to using the internet safely (e-Safety) and be able to undertake effective independent/self-guided research to support their class work and homework, and become responsible digital citizens. Students should be able to remain safe when using the Internet and understand how to behave towards others.    **YEAR 8:**  The Year 8 curriculum aims to build on the skills acquired in year 7 and extend students’ understanding of computer coding.  In this project the pupils will look at physical computer components and software components. Collecting and storing assets. HTML coding  Key concepts   * Understand physical and software computer components * Understand how to gather and store assets effectively to be then used in projects * Understand how to interpret and produce HTML coding     **Year 9:**  The Year 9 curriculum is built around the basics for a successful start with the KS4 IT course that we offer.  Students research into IT Jobs within local organisations so they understand the relevance of the content that is delivered.  Students must manipulate a large amount of data that is presented to them in MS Excel. This is very similar to what a data analyst would be required to do, so that patterns and trends can be identified within the company and next steps can be formulated. This exercise also exists in the KS4 curriculum that we offer.  Students will understand what Sketch-Up is used for and the main tools  Understand impact of developments in Computing on individuals, society & environment  Understand the purpose of Python and how to interpret it and produce your own. | |
| **Where can studying it take you? Click on the link below:**   * IT consultant. * Health IT specialist. Website developer, Graphic designer * Software engineer, Data Analyst   <https://resources.careersandenterprise.co.uk/sites/default/files/2021-01/1438_MLMF_PPT_GEOGRAPHY_FINAL_ON_SCREEN.pptx> | |

|  |  |  |  |
| --- | --- | --- | --- |
| Subject: IT Year 7 Curriculum Map 2024-2025 | | | |
| Terms | **Topics covered** and **core knowledge and skills** | Links to careers | Links to the Knowledge organiser and other additional resources |
| Half term 5 | Mail Merge  Lesson 1: Understand how to produce an effective letter  Lesson 2: Understand how to link data from a MS Excel spreadsheet to MS Word  Lesson 3: Understand benefits and drawbacks of producing a Mail Merge  Lesson 4: Understand how to produce an effective how-to-guide to help others produce a Mail Merge  Lesson 5: Sum-up knowledge of Binary coding and Mail Merge prior to assessment next lesson  Lesson 6: Assessment | <https://nationalcareers.service.gov.uk/> | This link would take you to the KO on our website but also maybe links to GCSE POD, Youtube etc |
| Half term 6 | Create an animation using a creative software  Lesson 1: Understand what an algorithm is  Lesson 2: Understand how to produce an effective storyboard  Lesson 3: Understand how to use creative software to interpret your storyboard  Lesson 4: Apply Storyboard to creative software  Lesson 5: Review story and gather feedback  Lesson 6: Improve story based on feedback gathered |  | <https://www.educationquizzes.com/ks3/ict/>  <https://www.bbc.co.uk/bitesize/subjects/z8mtsbk> |