

TIMEFRAME	August-October	November-December	January-March	April-June
CONTENT	<p>Peripherals</p> <ul style="list-style-type: none"> • Able to identify the differences between input, output and backing storage • Able to identify which peripheral would be best suited for different situations • Able to describe the use of a selection of peripherals • Create a simple presentation about the knowledge you have acquired on peripherals <p>Computer Components</p> <ul style="list-style-type: none"> • Able to identify the main components within a computer. • Able to describe the purpose of each component • Able to compare two similar components and be able to identify the differences • Using the Internet and working in a group (optional) complete a shopping list of components you would like to buy for your "perfect computer". Budget is £500 	<p>Software</p> <ul style="list-style-type: none"> • Operating Systems • Applications • Opensource/proprietary • Utility (Virus protection) 	<p>Programming</p> <ul style="list-style-type: none"> • Web Design • Basic HTML coding • Hyperlinks • In-line Css • Adding pictures • Text formatting • Changing the background • Making their own website 	<p>Programming</p> <ul style="list-style-type: none"> • Scratch • Basic controls • Maze Task • If statements • Loops • Variables • Sensing • Broadcasts
RESOURCES	IT Suite Internet Research	IT Suite Internet Research	IT Suite Internet Research Notepad++ W3 Schools	IT Suite Internet Research Scratch

ASSESSMENT	<p>Presentation should be sent to teacher via glow</p> <p>Shopping list should be shared with teacher via glow.</p> <p>Written tests completed in class.</p>	<p>Written tests completed in class</p>	<p>All pupils' websites are observed by a teacher. All websites need to meet the minimum specification.</p> <ul style="list-style-type: none"> • At least 2 pages linked together • A picture on each page • Suitable information / content 	<p>Maze game should be sent to teacher via glow.</p> <p>Game can be assessed based on features and customisation of the task.</p> <p>Peer assessed and tested by other pupils in the class. Pupils should be able to write "what they liked" and "what could be improved"</p>
HOMEWORK	<p>Using a device at home or in the school, find out the specification of the components of that machine.</p> <p>Login to glow at home</p> <p>Finish any work not completed in class</p> <p>Study for end of unit tests</p>	<p>Using a device at home or in the school, find out the software installed on that machine.</p> <p>Finish any work not completed in class</p> <p>Study for end of unit tests</p>	<p>Practice coding at home</p> <p>Work through code.org tutorials</p>	<p>Practice coding at home</p> <p>Login to the Scratch website and test out other people's software</p>
WORLD OF WORK			<p>Video about the various careers involved in Computer Programming</p>	
WHAT CAN PARENTS/CARERS DO TO HELP?	<p>Encourage use of Computer use at home.</p>	<p>Allow pupils to explore the software installed on their home machine</p>	<p>Install notepad ++ onto their home machine and allow pupils to practice their coding at home</p>	<p>Install Scratch onto their home machine and allow pupils to practice their coding at home</p>