

Stone Hill School  
Curriculum Plan 2019/20  
Computing Year 10

**Intent:** To understand how to choose appropriate online content for age group.  
To gain knowledge and understanding to create simple and more complex animations.  
To search a database in order to answer questions correctly.  
To create a database on a chosen topic.

Term	Week/s	Topic/Theme <i>Life skills</i>	Learning Outcomes Knowledge and Skills To know, to use, to apply...	Literacy Link Numeracy Link SMSC Link
Autumn 1	1-7	Online Safety	To use the internet safely to allow sharing of data. To identify the positive and negative influences of technology on health and the environment.	<b>Literacy</b> – <i>Speaking and Listening</i> : Picking out appropriate text. <i>Writing</i> : Writing for different purposes, evaluating. <i>Reading</i> : Select and recognise or read numbers of words or symbols. <b>Numeracy</b> - Sequencing
Autumn 2	8-15	Animation	To know what ‘stop motion’ animation is and how it is created. To share animations and comment on each other’s work using display boards and blogs within Purple Mash.	<b>SMSC</b> – Investigate moral and ethical issues. Understand consequences. Recognise right and wrong. <b>Gatsby Benchmark 4</b> : Linking curriculum learning to careers  <b>Internet Safety</b>
Spring 1	1-6	Internet Research	To use appropriate search criteria to find relevant information. To check information for validity and bias.	
Spring 1	7-12	Understanding Databases	To learn how to search for information in a database. To contribute to a class database. To create a database around a chosen topic.	
Summer 1	1-5	Planning Mobile Apps	To use a range of digital devices. To analyse and evaluate data and information. Use search technologies effectively. To present information.	
Summer 2	6-12	Game Design with code	To review and analyse a computer game. To describe some of the elements that make a successful game. To begin the process of designing their own game. To make a unique game by selecting appropriate options to maximise playability.	

**Intended impact:** For pupils to use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour.  
For pupils to identify a range of ways to report concerns about content and contact.  
For pupils to gain knowledge and understanding of how to create simple and more complex animations using appropriate software.  
For pupils to gain a greater understanding of databases and how they can be used within the wider world.  
For pupils to develop an awareness of the capabilities of smartphones and tablets.