

Stone Hill School
Curriculum Plan 2020/21
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>Key vocabulary including Tier 3 subject specific words</i>	Learning Outcomes Knowledge and Skills To know, to use, to apply...	Links to: Literacy, Numeracy, SMSC, Gatsby Benchmarks
Autumn 1	1-7	Online Safety <i>Smart rules Password Reputable Encryption Identity theft Shared image Plagiarism</i>	To use the internet safely to allow sharing of data. To identify the positive and negative influences of technology on health and the environment.	Literacy – Reading Decoding. Reading with support. Reading independently. Talk or write about text/pictures. Ask questions. Answer questions. Give opinion. Listen to an opinion.
Autumn 2	8-15	Animation <i>Frame Onion skinning Background Play Sound Stop motion</i>	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.	Develop vocabulary. Comprehend. Research. Literacy – Writing Make marks on material. Practise spelling. Write with support. Write independently.
Spring 1	1-6	Internet Research <i>Internet browser Search Search engine</i>	To use appropriate search criteria to find relevant information. To check information for validity and bias.	Write for a purpose. Present work. Correct own work. Act on feedback. Summarise.
Spring 1	7-12	Understanding Databases <i>Data Database Find Record Sort, Group and Arrange Statistics and reports Table</i>	To learn how to search for information in a database. To contribute to a class database. To create a database around a chosen topic.	Literacy – GPS/Spoken Language Take part in discussion. Use new vocabulary. Present information and opinions. Act on feedback for spoken language. Numeracy – Problem-Solving Skills Working systematically. Visualisation. Logical reasoning. Trial and improvement. Pattern spotting Geometry/Position and Direction Skills
Summer 1	1-5	Planning Mobile Apps <i>Evaluate Technology Information Apps</i>	To use a range of digital devices. To analyse and evaluate data and Information. Use search technologies effectively. To present information.	Construct shapes/nets. Read and plot coordinates. Statistics Skills Interpret a pictogram/ bar/tally/line/pie chart. Organising and presenting data. SMSC – Spiritual Be Creative. Use imagination.
Summer 2	6-12	Game Design with code <i>Animation Code Customise Instructions Interactive</i>	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.	Reflect on own success.

				<p>SMSC – Moral Recognise right and wrong. Respect the law. Understand consequences. Investigate moral and ethical issues.</p> <p>SMSC – Social Accept the rule of law. Demonstrate mutual respect. Cooperate with others.</p> <p>Gatsby Benchmark 4: Linking curriculum learning to careers</p>
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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.

