Year 7

	Half Term 1	Half Term 2	Half Term3	Half Term 4	Half Term 5	Half Term 6
Topic(s) titles	**Enterprise**	**Enterprise**	**Enterprise/Internet Reliability**	**E-Safety**	**Business Branding**	**Media in Business (Computing Lessons) Key stage 3 revision book look over topics**
Core Knowledge / concepts	• Enterprise Skills • PPT • Teams • Branding skills • Marketing • Media Graphics • Video editing		• Network • Internet • Boolean • Copyright	• E -Safety • Cyber Bullying • Reporting • Keeping Computers Safe	• Business Skills (Team work) • Branding Dimensions • Graphics design • Communication skills • Presentation skills	• Graphics skills • Design skills • Advertising & Promotion skills • Business skills
Skills being developed	• This topic is mainly theory based with a wide range of Enterprise skills e.g. Marketing, The four Ps, Branding, Video editing & Graphics design. • To develop basic IT skills and understand how Enterprise is used in the Business world.		To be able to describe: - • Networking • The use of internet • Boolean • Copyright	Students understand their E-Safety responsibility of using Social Media and the advantages/disadvantages.	• To develop Business skills related to a business scenario	• To develop skills that will help when presenting work in different context
How is it being assessed	Students' knowledge and understanding will be assessed based upon work completed in lessons - Doddle Ragging on Skills		Doddle Ragging & End of Unit Multiple Choice Test	Students' knowledge and understanding will be assessed based upon work completed in lessons - Doddle Ragging on Skills	Doddle Ragging on skills Student's work will be assessed in lessons when they complete the Branding and Business activities.	• Doddle Ragging on design skills • Students in class work with a end of unit assessment.
Why are we doing this now?	• This unit will ensure all students have a better understanding of how Computing is used in the really world also how this supports Businesses.	• Students need to understand how computer system's work. They will learn this by looking at hardware and software items. They will understand different components that make up a computer system.		• Students needs to understand how to use computers safety and what risks can be linked to social media in the real world.	• Students will gain an understanding of how computers are used in the real world. The develop skills in spreadsheet modelling and working out costs for a real business.	• Students will learn graphic/media skills also they will be able to apply this to a real Business
Extra experiences for the students	• Digital & Business Leaders • Internet Safety Day February 2021 • Stop cyberbullying month June 2021					

Year 8

	Half Term 1	Half Term 2	Half Term3	Half Term 4	Half Term 5	Half Term 6
Topic(s) titles	**Enterprise**		Criminal Computing		Computing Fundamentals	Digital Literacy (add more topics)
Core Knowledge / concepts	• Enterprise Skills • PPT • Teams • Branding skills • Marketing • Media Graphics • Video editing		Social Media and protesting Online Hate Malware Ethics Phishing Vishing		Cyber discovery comp in Jan 2021. Input and output devices Storage and Memory CPU Software	Tech in your pocket – friend or foe Social responsibility
Skills being developed	• This topic is mainly theory based with a wide range of Enterprise skills e.g. Marketing, The four Ps, Branding, Video editing & Graphics design. To develop basic IT skills and understand how Enterprise is used in the Business world.		Students develop their understanding of Social Media, Malware, Ethics and how to protect themselves in different situations.		Students develop their understanding of computing fundamentals for example the inputs and outputs of computer devices. They learn about different storage and memory, CPU & software uses	Students understand their social responsibility of using Social Media and the advantages/disadvantages. They look deeper into the use of mobile phones and what issues they could face.
How is it being assessed	Students' knowledge and understanding will be assessed based upon work completed in lessons - Doddle Ragging on Skills		Students' knowledge and understanding will be assessed based upon work completed and an end of unit assessment. Doddle Ragging		Students' knowledge and understanding will be tested in lessons and by completing an end of unit assessment - Doddle Ragging	Students' knowledge and understanding will be tested in lessons and by completing an end of unit assessment - Doddle Ragging
Why are we doing this now?	This unit will ensure all students have a better understanding of how Computing is used in the really world also how this supports Businesses.		Students will be made aware of the dangers of working online and how to deal with a range of situations that may occur.		Students will learn about computer devices, storage memory which will allow them to understand how computer systems work.	This unit will allow students to understand their social responsibility when they are using their digital devices and the advantages and disadvantages of using these digital devices incorrectly.
Extra experiences for the students	• Cyber Girls competition in January 2021 (https://www.cyberfirst.ncsc.gov.uk/girlscompetition/) • Stop cyberbullying month June 2021 • Trip Digital Her Road Show • Internet Safety Day February 2021 • Digital & Business Leaders					

Year 9

	Half Term 1	Half Term 2	Half Term3	Half Term 4	Half Term 5	Half Term 6
Topic(s) titles	**Enterprise**		**IT Skills Update** Impact of IT on Society		Digital Literacy (Use last year's resources)	**Idea Award**
Core Knowledge / concepts	- Enterprise Skills - PPT - Teams - Branding skills - Marketing - Media Graphics - Video editing		Options lesson Business/Enterprise Options lesson Computing/I-Media Million Dollar Footprint Age of consent (Privacy notice) Personal safety/Digital citizen E-Safety (Images) E- Safety (Mental Health)		Tech in your pocket – friend or foe Social responsibility	Launch Ideas Award Citizen Badges Worker Badges Maker Badges Entrepreneur Badges Complete Bronze Award
Skills being developed	This topic is mainly theory based with a wide range of Enterprise skills e.g. Marketing, The four Ps, Branding, Video editing & Graphics design. To develop basic IT skills and understand how Enterprise is used in the Business world.		Students develop their understanding in E-safety regarding the use of images and mental health. They understand the importance of age of consent, being a good digital citizen and how their digital footprint can affect them after school life.		Students understand their social responsibility of using Social Media and the advantages/disadvantages. They look deeper into the use of mobile phones and what issues they could face.	Students develop skills in teamwork, cyber security, GDPR, video editing, social media in business and innovations.
How is it being assessed	Students' knowledge and understanding will be assessed based upon work completed in lessons - Doddle Ragging on Skills		Students' knowledge and understanding will be assessed based upon work completed and an end of unit assessment. Doddle Ragging Assessment Blog Post		Students' knowledge and understanding will be tested in lessons and by completing an end of unit assessment - Doddle Ragging	This is also assessed external by the ideas award. Students achieve certificates once they have completed a wide range of tasks. Doddle Ragging
Why are we doing this now?	This unit will ensure all students have a better understanding of how Computing is used in the really world also how this supports Businesses.		In this unit students will learn how organisations use our data and why it is important to keep our data safe.		This unit will allow students to understand their social responsibility when they are using their digital devices and the advantages and disadvantages of using these digital devices incorrectly.	Students will develop digital, enterprise and employability skills. This will help students to improve their digital literacy skills, understand how to stay safe online and get more confident when using technology. This is an industry recognised award which they can use in their CV's.
Extra experiences for the students	- Idea Award students achieve badges which convert into certificate (Bronze, Silver or Gold) - Stop cyberbullying month (June 2021) - Internet Safety Day February 2021 - Digital & Business Leaders					