

Brompton Hall School

Computing LTP



Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
LKS2 (Cycle A)	Computer Systems and Networks Connecting Computers	Creating Media Desktop Publishing	Creating Media Stop-frame Animation	Programming A Sequence in Music	Data and Information Branching Databases	Programming B Events and Actions
LKS2 (Cycle B)	Computer Systems and Networks The Internet	Creating Media Audio Editing	Programming A Repetition in Shapes	Creating Media Photo Editing	Programming B Repetition in Games	Data and Information Data Logging
UKS2 (Cycle A)	Computer Systems and Networks Systems & Searching (Y5)	Creating Media Video Editing (Y5)	Creating Media Vector Drawing (Y5)	Programming A (Y5) Selection in Physical Computing	Creating Media Vector Drawing (Y5)	Programming B (Y5) Selection in Quizzes
UKS2 (Cycle B)	Computer Systems and Networks Communication (Y6)	Creating Media 3D Modelling (Y6)	Programming A (Y6) Variables in Games	Creating Media Webpage creation (Y6)	Data and Information Spreadsheets (Y6)	Programming B (Y6) Sensing
Year 7	Programming essentials in Scratch: (Part I) (Unit 7.4) Applying the programming constructs of sequence, selection, and iteration in Scratch.	Using media: gaining support for a cause (Unit 7.3) Creating a digital product for a real-world cause.	Where is 7.1?	Modelling data: spreadsheets (Unit 7.6) Sorting and filtering data and using formulas and functions in spreadsheet software.	Networks: from semaphores to the internet (Unit 7.2) Recognising networking hardware and explaining how networking components are used for communication.	Programming essentials in Scratch: (part II) (Unit 7.5) Using subroutines to decompose a problem that incorporates lists in Scratch.
Year 8	Programming essentials in Scratch: (Part I) (Unit 7.4) Applying the programming constructs of sequence, selection, and iteration in Scratch.	Developing for the Web (Unit 8.1) Using HTML and CSS to create webpages.	Representations from Clay to Silicon (Unit 8.2) Representing numbers and text using binary digits.	Computing systems (Unit 8.5) Exploring the fundamental elements that make up a computer system.	Mobile App Development (Unit 8.3) Using event-driven programming to create an online gaming app.	Programming essentials in Scratch: (part II) (Unit 7.5) Using subroutines to decompose a problem that incorporates lists in Scratch.
Year 9	Programming essentials in Scratch: (Part I) (Unit 7.4) Applying the programming constructs of sequence, selection, and iteration in Scratch.	Developing for the Web (Unit 8.1) Using HTML and CSS to create webpages.	Representations from Clay to Silicon (Unit 8.2) Representing numbers and text using binary digits.	Mobile App Development (Unit 8.3) Using event-driven programming to create an online gaming app.	Media Animations (Unit 9.2) Creating 3D animations through object manipulation and tweaking and adjusting lighting and camera angles.	Cybersecurity (Unit 9.5) Identifying how users and organisations can protect themselves from cyberattacks.

ICDL Level 1 and Level 2 Flexible Award or Certificate in IT User Skills

Year 10 ICDL - Level 1	Word Processing <ul style="list-style-type: none"> • Enter, edit and combine text and other information accurately within word processing document. • Structure information within word processing documents • Use word processing software tools to format and present documents 	Spreadsheets <ul style="list-style-type: none"> • Use a spreadsheet to enter, edit and organise numerical and other data. • Use appropriate formulas and tools to summarise and display spreadsheet information. • Select and use appropriate tools and techniques to present spreadsheet information effectively 	Presentations <ul style="list-style-type: none"> • Input and combine text and other information within presentation slides. • Use presentation software tools to structure, edit and format slides. • Prepare slides for presentation to meet needs
	Improving Productivity <ul style="list-style-type: none"> • Plan the use of appropriate IT systems and software to meet requirements. • Use IT systems and software efficiently to complete planned tasks. • Review the selection and use of IT tools to make sure that work activities are successful 	IT Security for Users <ul style="list-style-type: none"> • Use appropriate methods to minimise security risks to IT systems and data 	
	Word Processing <ul style="list-style-type: none"> • Enter and combine text and other information accurately within word processing documents. • Create and modify layout and structures for word process documents. • Use word processing software tools to format and present documents effectively to meet requirements 	Spreadsheets <ul style="list-style-type: none"> • Use a spreadsheet to enter, edit and organise numerical and other data. • Select and use appropriate formulas and data analysis tools to meet requirements. • Select and use tools and techniques to present and format spreadsheet information 	Presentations <ul style="list-style-type: none"> • Input and combine text and other information within presentation slides. • Use presentation software tools to structure, edit and format slide sequences. • Prepare slideshow for presentation.
Year 11 ICDL - Level 2	Improving Productivity <ul style="list-style-type: none"> • Plan, select and use appropriate IT systems and software for different purposes. • Review and adapt the ongoing use of IT tools and systems to make sure that activities are successful. • Develop and test solutions to improve the ongoing use of IT tools and systems 	IT Security for Users <ul style="list-style-type: none"> • Select and use appropriate methods to minimise security risk to IT systems and data 	