# IT KS3 Curriculum Overview 22-23

| | Term 1 | Term 2 | Term 3 | Term 4 | Term 5 | Term 6 |
|---|---|---|---|---|---|---|
| **Year 7**<br><br>**Project:** Exploring the project of film festivals, students will develop a plan for their new film festival using DTP programs to input data which will give them a basis of understanding moving forward, to use DTP in an appropriate way. | **Baseline Test**<br>• E-safety<br>• How to log on<br>• Saving Work<br>• Accessing the one-drive<br>• Accessing Arbor<br>• Signing into emails<br>**Introduction to Computers**<br>• Parts of a computer<br>• Hardware & software<br>**Physical Computing**<br>• Input/output components<br>• RPU, RAM,<br>• Motherboards<br>• Software & storage<br>• Microsoft Word<br>• Creating a Logo | **Microsoft Word**<br><br>**Introduction Microsoft Word and its features**<br>• Planning and writing a formal letter<br>• Using templates<br>• Formatting a letter<br>• Inserting images<br>• Icons<br>• Creating a map | **Pre-Production Documents**<br>Their purpose, using a range of evaluative questions<br>• Mood boards & mind maps: create a digital version of ideas<br>• Visualisation diagrams: the importance of annotation<br>• Creating a digital leaflet for the new film festival documents<br>• Client brief<br>• Evaluating a product | **Microsoft PowerPoint**<br><br>**Powerpoint**<br>• Learning how to use powerpoint to create a presentation<br>• Use transitions and animations<br>• Add audio and timings<br>• Research | **Microsoft Excel**<br>• Create spreadsheets & convert data<br>• Developing data/bar charts<br>• Using functions to short cut<br>• Formulas | • Unifrog<br>• Introduction to Year 8 – Game planning<br>• Why play games?<br>• Purpose of games<br>• Features of games<br>• Conventions of gaming |
| **Year 8**<br>**Project:**<br>To plan and develop a computer game using online software which builds upon their Microsoft DTP skills from Yr 7. | **Gaming Hardware & Pre-Production**<br>• Gaming Platforms & history of the development of consoles<br>• Digital mood boards<br>• Digital mind maps<br><br><br>TERM 1 | **Planning A Game Concept**<br>• Game genres<br>• PEGI Age Ratings<br>• Visualisation Diagrams<br>• Storyboard<br>• Target audiences and how they influence promotion<br>• Not Actual Gameplay – how filmic elements are used in game promotion<br><br>TERM 2 | **File Formats**<br>• Vector Images<br>• Bitmap Images<br>• Resolution<br>• Pixels<br>• DPI<br>• Properties of file formats<br>• Image file formats<br>• Animation file formats<br>• Sound file formats<br>• Video file formats<br><br>TERM 3 | **E-Safety & Cybercrime**<br>• Causes of cybercrime<br>• Effects of cybercrime<br>• Phishing<br>• Careers in cyber security<br>• Ethical hackers<br>• DDOS<br>• Legislation<br><br>TERM 4 | **Marketing**<br>• Game Reviews<br>• Making an advert for a game<br>• Editing<br>• Camera Shots<br>• Camera Angles<br>• Camera movements<br>•<br><br>TERM 5 | **Shotcut**<br>• Introduction to Shotcut<br>• Audio<br>• Sound Effects<br>• Creating an advert<br>• Evaluating an advert<br><br>TERM 6 |