



KS4 Computing - Curriculum Map



	H (TG L1)	M (TG EL3)	L (TG EL2)
Aut 1 y10	<p>September – E-Safety Students recap and extend E-Safety Knowledge, skills and understanding from KS3, with particular reference to managing personal risk on and offline</p>	<p>September – E-Safety Students recap and consolidate E-Safety Knowledge, skills and understanding from KS3, with particular reference to managing personal risk on and offline</p>	<p>September – E-Safety Students recap and consolidate E-Safety Knowledge, skills and understanding from KS3, with particular reference to managing personal risk on and offline</p>
	<p>Moral, legal, cultural and environmental concerns Students will develop a clear understanding of the following concerns with relation to a broad range of computing technologies in a range of contexts:</p> <ul style="list-style-type: none"> • Moral issues • Legal issues • Environmental issues • Open source and proprietary software • Computer Science legislation 	<p>Moral, legal, cultural and environmental concerns Students will develop a general understanding of the following concerns with relation to a range of computing technologies in different contexts:</p> <ul style="list-style-type: none"> • Moral issues • Legal issues • Environmental issues • Open source and proprietary software • Computer Science legislation 	<p>Moral, legal, cultural and environmental concerns Students will begin to develop an understanding of the following concerns with relation to a limited range of computing technologies in personally relevant contexts:</p> <ul style="list-style-type: none"> • Moral issues • Legal issues • Environmental issues • Open source and proprietary software • Computer Science legislation
Aut 2 y10	<p>iDEA – Citizen badges 'Citizen' badges help pupils learn digital awareness, safety and ethics. Each badge completed earns iDEA points. To secure the Bronze iDEA award, pupils need a minimum of 50 Citizen points.</p>	<p>iDEA – Citizen badges 'Citizen' badges help pupils learn digital awareness, safety and ethics. Each badge completed earns iDEA points. To secure the Bronze iDEA award, pupils need a minimum of 50 Citizen points.</p>	<p>WJEC Entry Pathways ICT Activities 6384 IT User Fundamentals E2 This unit is designed to show the learner is able to:</p> <ul style="list-style-type: none"> • use IT for straightforward activities • respond appropriately to common IT errors and problems • review use of IT.
Spr 1 y10	<p>iDEA – Worker badges 'Worker' badges teach learners digital tools and techniques which are useful in the workplace. Each badge completed earns iDEA points. To secure the Bronze iDEA award, pupils need a minimum of 50 Worker points.</p>	<p>iDEA – Worker badges 'Worker' badges teach learners digital tools and techniques which are useful in the workplace. Each badge completed earns iDEA points. To secure the Bronze iDEA award, pupils need a minimum of 50 Worker points.</p>	<p>WJEC Entry Pathways ICT Activities 6404 Online Basics E2 This unit is designed to show the learner is able to:</p> <ul style="list-style-type: none"> • Get online and use the internet • Use browser software • Use e-mail software
Spr 2 y10	<p>iDEA – Worker badges/Maker badges 'Worker' badges teach learners digital tools and techniques which are useful in the workplace. 'Maker' badges are all about digital creativity and show you how to build and make in the digital world. Each badge completed earns iDEA points. To secure the Bronze iDEA award, pupils need a minimum of 50 Worker and 50 Maker points.</p>	<p>iDEA – Worker badges/Maker badges 'Worker' badges teach learners digital tools and techniques which are useful in the workplace. 'Maker' badges are all about digital creativity and show you how to build and make in the digital world. Each badge completed earns iDEA points. To secure the Bronze iDEA award, pupils need a minimum of 50 Worker and 50 Maker points.</p>	<p>WJEC Entry Pathways ICT Activities Software Units E2 (xtn E3) These units are designed to show the learner is able to use basic software tools and techniques to produce straightforward or routine products. Units will be selected, according to pupil strengths and interests, from: Database, Spreadsheet, Presentation, Word Processing, Desktop Publishing, Audio/Video, and Imaging.</p>
Sum 1 y10	<p>iDEA –Maker badges/Entrepreneur badges 'Maker' badges are all about digital creativity and show you how to build and make in the digital world. 'Entrepreneur' badges help you learn how to originate ideas and bring them to life. Each badge completed earns iDEA points. To secure the Bronze iDEA award, pupils need a minimum of 50 Maker and 50 Entrepreneur points.</p>	<p>iDEA –Maker badges/Entrepreneur badges 'Maker' badges are all about digital creativity and show you how to build and make in the digital world. 'Entrepreneur' badges help you learn how to originate ideas and bring them to life. Each badge completed earns iDEA points. To secure the Bronze iDEA award, pupils need a minimum of 50 Maker and 50 Entrepreneur points.</p>	<p>WJEC Entry Pathways ICT Activities Software Units E2 (xtn E3) These units are designed to show the learner is able to use basic software tools and techniques to produce straightforward or routine products. Units will be selected, according to pupil strengths and interests, from: Database, Spreadsheet, Presentation, Word Processing, Desktop Publishing, Audio/Video, and Imaging.</p>

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Sum 2 y10	<p>iDEA – Entrepreneur badges & Extra badges ‘Entrepreneur’ badges help you learn how to originate ideas and bring them to life. Each badge completed earns iDEA points. To secure the Bronze iDEA award, pupils need 250 points - a minimum of 50 points from each of the four main sections plus an additional 50 points from sections of their choice, including the Gamer section.</p>	<p>iDEA – Entrepreneur badges & Extra badges ‘Entrepreneur’ badges help you learn how to originate ideas and bring them to life. Each badge completed earns iDEA points. To secure the Bronze iDEA award, pupils need 250 points - a minimum of 50 points from each of the four main sections plus an additional 50 points from sections of their choice, including the Gamer section.</p>	<p>WJEC Entry Pathways ICT Activities Software Units E2 (xtn E3) These units are designed to show the learner is able to use basic software tools and techniques to produce straightforward or routine products. Units will be selected, according to pupil strengths and interests, from: Database, Spreadsheet, Presentation, Word Processing, Desktop Publishing, Audio/Video, and Imaging.</p>
Aut 1 y11	<p>WJEC Entry Pathways – ICT 6384 IT User Fundamentals/6400 Internet Safety for IT Users These units allow pupils to showcase their knowledge skills and understanding of the safe use of ICT systems, networks and collaborative technologies.</p>	<p>WJEC Entry Pathways – ICT 6384 IT User Fundamentals/6403 Internet Fundamentals These units allow pupils to showcase their knowledge skills and understanding of the safe use of ICT systems, networks and collaborative technologies.</p>	<p>WJEC Entry Pathways – ICT 6384 IT User Fundamentals/6404 Online Basics RECAP These units allow pupils to showcase their knowledge skills and understanding of the safe use of ICT systems, networks and collaborative technologies.</p>
Aut 2 y11	<p>WJEC Entry Pathways – ICT 6380 Improving Productivity using ICT This unit is designed to enable the learner to plan and review their use of predefined or commonly used IT tools for activities that are straightforward or routine. As a result of reviewing their work, they will be able to identify and use automated methods or alternative ways of working to improve productivity.</p>	<p>WJEC Entry Pathways – ICT 6380 Improving Productivity using ICT This unit is designed to enable the learner to:</p> <ul style="list-style-type: none"> • plan the use of an IT system for a purpose • use an IT system to complete a planned task • review own use of IT. 	<p>WJEC Entry Pathways – ICT 6381 Improving Productivity using ICT This unit is designed to enable the learner to:</p> <ul style="list-style-type: none"> • plan the use of an IT system for a purpose • use an IT system to complete a planned task • review own use of IT.
Spr 1 y11	<p>WJEC Entry Pathways ICT Activities Software Units L1 These units are designed to show the learner is able to use basic software tools and techniques to produce straightforward or routine products. Units will be selected, according to pupil strengths and interests, from: Database, Spreadsheet, Presentation, Word Processing, Desktop Publishing, Audio/Video, and Imaging.</p>	<p>WJEC Entry Pathways ICT Activities Software Units E3 (xtn L1) These units are designed to show the learner is able to use basic software tools and techniques to produce straightforward or routine products. Units will be selected, according to pupil strengths and interests, from: Database, Spreadsheet, Presentation, Word Processing, Desktop Publishing, Audio/Video, and Imaging.</p>	<p>WJEC Entry Pathways ICT Activities Software Units E2 (xtn E3) These units are designed to show the learner is able to use basic software tools and techniques to produce straightforward or routine products. Units will be selected, according to pupil strengths and interests, from: Database, Spreadsheet, Presentation, Word Processing, Desktop Publishing, Audio/Video, and Imaging.</p>
Spr 2 y11	<p>WJEC Entry Pathways ICT Activities Software Units L1 These units are designed to show the learner is able to use basic software tools and techniques to produce straightforward or routine products. Units will be selected, according to pupil strengths and interests, from: Database, Spreadsheet, Presentation, Word Processing, Desktop Publishing, Audio/Video, and Imaging.</p>	<p>WJEC Entry Pathways ICT Activities Software Units E3 (xtn L1) These units are designed to show the learner is able to use basic software tools and techniques to produce straightforward or routine products. Units will be selected, according to pupil strengths and interests, from: Database, Spreadsheet, Presentation, Word Processing, Desktop Publishing, Audio/Video, and Imaging.</p>	<p>WJEC Entry Pathways ICT Activities Software Units E2 (xtn E3) These units are designed to show the learner is able to use basic software tools and techniques to produce straightforward or routine products. Units will be selected, according to pupil strengths and interests, from: Database, Spreadsheet, Presentation, Word Processing, Desktop Publishing, Audio/Video, and Imaging.</p>
Sum y11	<p>Programming activities with a fun focus Prom preparation activities ICT skills for life – CV writing, job searching, major e-safety recap. Students who have selected ICT/iMedia as a post-16 option may begin building their skills for this qualification.</p>		