

Long Term ICT Plan (5-16)

	5-11	11-14	14-16
Autumn 1	<u>Introduction to ICT.</u> Safety on the web and when choosing emails and password. PowerPoint fact file on chosen animal. Layout in PowerPoint, image placement. Saving images from the internet (where to save them to) Adding text boxes. Copyright and plagerisum when creating the fact file.	<u>Introduction to ICT.</u> Safety on the web and when choosing emails and password. PowerPoint fact file on chosen animal. Layout in PowerPoint, image placement. Saving images from the internet (where to save them to) Adding text boxes. Copyright and plagerisum when creating the fact file. Key contributors to digital technology.	<u>Cyber safety</u> and security. Staying safe online.
			Fact file (PowerPoint) layout, use of imagery and relevant font. Media and marketing . Colour psychology and use of colour in PowerPoint presentations.
			Key contributors to digital technology. Who where the main figures who contributed to digital age, shaping it to what it is today.
Autumn 2	<u>Game making</u> Researching scratch, PowerPoint or Game Maker. Mind map on theme (based on Pathways termly theme) Research already existing games, what do you like about the existing games, what do you not like. Analysis and peer analysis of the games you have researched. Changed one lesson (see short term plan because students were very engaged)	<u>Game making</u> Researching scratch, PowerPoint or Game Maker. Mind map on theme (based on Pathways termly theme) Research already existing games, what do you like about the existing games, what do you not like. Analysis and peer analysis of the games you have researched.	<u>Digital Art</u> using sketchbook, pixel art or ibis paint. Introduction to digital Art
			Using digital Art to create a Trop trump cards or playing cards using digital art apps, layout and image placement. Look at shade and relevance of each image.
			<u>Game making</u> – scratch, PowerPoint and Game Maker. Research existing games, self and peer asesusing the template provided.
Spring 1	<u>Leaflet making</u> Using one of three chosen themes (food, football, holidays) Use excell to create a leaflet. Looking at layout, font, colour and imagery connection to topic. Producing an excel document looking at conditional formatting and formulas. To add to leaflet. Discuss pixel imagery, stretched imagery.	<u>Leaflet making</u> Using one of three chosen themes (food, football, holidays) Use excell to create a leaflet. Looking at layout, font, colour and imagery connection to topic. Producing an excel document looking at conditional formatting and formulas. To add to leaflet. Discuss pixel imagery, stretched imagery.	Leaflet Making (will support SWEET learning and work skills) Looking at the connection between the font, colour and imagery – discussing o vector and bitmap imagery. Discussing pixils and stretching imagery.
			<u>Excel</u> - conditional formatting and formulas. Based on the theme of the leaflet. Students will learn how to layout the excel spread sheet, look at greater and less than.
			Adding a bibliography to the leaflet , discussion of copyright and plagerisum.
Spring 2	<u>Digital Art/logo design</u> (using sketchbook app, ibis paint and pixel art to create images based on the previous terms fact file theme. Create top trumps cards (independent theme based on student choice) Create minimum of 12 cards using sketchbook, ibis paint or pixel art. Use word to create fact file for the back of the cards.	<u>Digital Art/logo design</u> (using sketchbook app, ibis paint and pixel art to create images based on the previous terms fact file theme. Create top trumps cards (independent theme based on student choice) Create minimum of 12 cards using sketchbook, ibis paint or pixel art. Use word to create fact file for the back of the carrd	<u>Animation</u> research and mind map development. Self peer assessment.
			Bringing together all the previous lesson understanding of font, imagery and sound.
			Look at colour psychology and how different colours and shades effect the message portrayed through advertising.
Summer 1	<u>Logo design</u> . Look at already existing logos for a a chosen theme. Draw part of your own logo on sketchbook. Colour psychology – colours used/shades. Fonts do they match the theme of your logo. Logo will be used on the website you will make next half term. What makes you logo different from already existing logos with the same theme.	<u>Logo design</u> . Look at already existing logos for a a chosen theme. Colour psychology – colours used/shades. Fonts do they match the theme of your logo. Logo will be used on the website you will make next half term. What makes you logo different from already existing logos with the same theme.	<u>Logo design</u> . Look at already existing logos for a a chosen theme. Colour psychology – colours used/shades. Fonts do they match the theme of your logo.
			Logo will be used on the website you will make next half term.
			What makes you logo different from already existing logos with the same theme.
Summer 2	<u>Web design</u> research already existing websites based on a chosen theme (animals, farming, country shows, resturants, history, music, sport) Use everything learnt in colour psychology lessons to create the front page. Adding sounds/music/hyperlinks	<u>Web design</u> research already existing websites based on a chosen theme (animals, farming, country shows, resturants, history, music, sport) Use everything learnt in colour psychology lessons to create the front page. Adding sounds/music/hyperlinks	<u>Web design</u> research already existing websites based on a chosen theme (animals, farming, country shows, resturants, history, music, sport)
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