Long Term Plan 2024-25

Subject: Information Technology

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 7	**Rotation 1**			**Rotation 2**		
	Foundations Logging on/ navigating teams E Safety Computer Hardware Computer Software Secondary Storage			**Foundations** Internet vs WWW Internet Censorship Data Protection Act Computer Misuse Act		
Year 8	Same as above.			Same as above.		
Year 9	**Rotation 1**			**Option Choice**		
	Foundations Logging on/ navigating teams E Safety - Computer Hardware Computer Software Secondary Storage **Foundations** Internet vs WWW Internet Censorship Data Protection Act Computer Misuse Act **Foundations** Cloud Computing Encryption & Steganography			**Digital Skills** Word PowerPoint Excel Online research skills	**User Interface Design:** User Interfaces Factors & Influences Audience Needs Design Principles	

	Logic Gates Binary to Denary **Computational Thinking** Abstraction and Decomposition Using Flowcharts Pseudocode					
End of Key Stage 3						
Year 10	**User Interface Design:** User Interfaces Factors & Influences Audience Needs Design Principles	Design Psychology Designing UI **Project Planning:** Project Planning Techniques Creating Project Plans	Initial Designs Developing a UI	**Data Collection & Impact:** Characteristics of Data & Information	Representing Information Ensuring Data is Suitable Data Collection Quality of Information	Sectors that use Data Modelling Threats to Individuals
Year 11	**Creating a Dashboard:** Spreadsheet Basics Data Manipulation Methods Other Processing Methods Producing a Dashboard	Producing a Dashboard with Pivot Tables Concluding & Reviewing Presentation Methods	**Modern Technologies:** Communication Technologies Cloud Storage & Computing Using Cloud Technologies	Modern Team Working Inclusivity & Accessibility Impacts of Modern Technologies **Cybersecurity:** System Attacks & External Threats Internal Threats & Impacts	User Restrictions & Finding Weaknesses Data Level Protection Policy Backups & Data Recovery **Planning & Communication:** Information & Data Flow Diagrams Flowcharts System Diagrams Tables & Written Information	**Revision**
End of Key Stage 4						
Year 12	Understand computer hardware.	Understand employability and communication skills	Understand where information is held globally and how it is transmitted.	Understand the legal and regulatory framework governing	Understand virtual and augmented reality and how they may be used.	Be able to create a virtual or augmented reality resource.

	Understand computer software. Understand business IT systems.	used in an IT environment. Understand ethical and operational issues and threats to computer systems.	Understand the styles, classification and the management of global information. Understand the use of global information and the benefits to individuals and organisations.	the storage and use of global information. Understand the process flow of information. Understand the principles of information security.	Be able to design virtual and augmented reality resources.	Be able to predict future applications for virtual and augmented reality.
Year 13	Understand the product development life cycle. Be able to design products that meet identified client requirements.	Be able to implement and test products. Be able to carry out acceptance testing with clients.	Understand digital marketing. Understand the use of social media in a business.	Be able to plan content and propose appropriate social media channels for digital marketing campaigns. Be able to develop social media digital marketing campaigns.		
End of Key Stage 5						