Venture Curriculum

- Introduction to formal curriculum.
- Short Sharp task focused.
- Careful consideration for when English and Math's timetabled.
- For students with social emotional and mental health difficulties.
- This curriculum offers a bridge between our Explorer and Navigator curriculum's.
- Students can follow a GCSE Pathway, Entry Level Pathway or both dependent on needs.
- Flexibility within the curriculum to meet social and emotional needs.

Venture

7V - Venture Curriculum *– ICT and Computing/2 Lessons*

	2021 - 2022 Autumn 1 Unit 1	2021 - 2022 Autumn 2 Unit 2	2021 – 2022 Spring 1 Unit 3	2021 - 2022 Spring 2 Unit 4	2021 - 2022 Summer 1 Unit 5	2021 - 2022 Summer 2 Unit 6
Year 7	**Topic:** ICT Expectations Login/Managing our area on the school network Create front cover for books Keyboard skills Inputs and output **Suggested Key Questions:** How should we conduct ourselves in the ICT room? What safety rules do have to follow and why? What should you never do with logins and passwords? Where do we store the work we create on the computer? How do we create a folder in your area?	**Topic:** E-Safety – Play like share. **Suggested Key Questions:** What is E-safety? What are privacy settings? Why could social media be harmful? How would advise someone to stay safe online? What is a troll? **Key Skills and knowledge:** Will demonstrate understanding that some websites that are good for them to visit & some sites are inappropriate. Will explain what is meant by the term	**Topic:** topic of teacher choice Dragons Den Using power point/ word publisher **Suggested Key Questions:** How can you change the background slides? How do import an image? Make adjustments, crop and remove background? **Key skills and knowledge:** Add text and images to a template document using an image & word bank Recognise uses of	**Topic:** Micro bits **Suggested Key Questions:** What is programming? How do we programme something? Can you programme using the block editor? Can you programme using Java? How do we programme a Microbit to help us? **Key skills and knowledge:** Understand and discuss what programming is. Understand how to programme	**Topic:** topic of teacher choice Own a business Using power point/ word publisher **Suggested Key Questions:** How can you change the background slides? How do import an image? How to select the right image – pixel size? Make adjustments, crop and remove background? **Key skills and knowledge:** Add text and images to a template document using an image & word bank	**Topic:** Technology – using the Ipad iMovie **Suggested Key Questions:** What do visitors need to know about Queensbury School? What subjects do we offer? What do students learn in these subjects? What teachers should we include in our tour **Key skills and knowledge:** use technology purposefully to create, organise, store,

	Key Skills and knowledge: With support can add text and images to a template document using an image & word bank Begin to use index fingers (left and right hand) on a keyboard to build words &sentences. To know the space bar makes 'finger spaces' between words. With visual prompts can recognise uses of technology in their homes and in their community. Begin to understand that there are online tools that can help them create and communicate.	cyber-bullying Know that if they put information online it leaves a digital footprint or "trail" & they need to manage it so it is not hurtful. Will confidently discuss with support criteria for rating informational websites a site.	technology in their homes and in their community. Understand that there are online tools that can help them create and communicate. .	something. Understand why programming is important. Understand what Java Script is. Develop programming skills. Use logic and reasoning to predict what a programme will do when finished.	Recognise uses of technology in their homes and in their community. Understand that there are online tools that can help them create and communicate.	manipulate and retrieve digital content

Links to Gatsby benchmark 3. Addressing the needs of each pupil 4. Linking curriculum learning to careers	4. Linking curriculum learning to careers. Pupils must know how to keep safe on line. Working in an office based environment	3. Addressing the needs of each pupil How to keep safe on line, how to access help and support	4. Linking curriculum learning to careers. Skills needed in office based environment. How to present ideas.	4. Linking curriculum learning to careers. Animator/Camera operator video game design	4. Linking curriculum learning to careers. Skills needed in office based environment. How to present ideas. How to run your own business	4. Linking curriculum learning to careers. Television and film production/ Camera operator video game design/YouTube video creator/Advertising director