6.4 E Curriculum – *ICT – 2 Lessons a week.*

Year	2024 - 25 Autumn 1 Unit 1	2024 - 25 Autumn 2 Unit 2	2024 – 25 Spring 1 Unit 3	2024 – 25 Spring 2 Unit 4	2024 – 25 Summer 1 Unit 5	2024 – 25 Summer 2 Unit 6
	Topic: What is a computer? **Sheffield SEND Computing SOW- Unit 1A** **Typing practice on TYPING.COM - Dependent on individual needs.** ICT Expectations What is a computer? Parts of a computer. Keyboard skills. With support- Create a page in word- About your likes and dislikes. **Suggested Key Questions:** How should we conduct ourselves in the ICT room? What safety rules do have to follow and why? What sounds do various machines we know make? What technology is around the school? What is a computer? How and where do we use computers? **Key Skills and knowledge:** 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	**Topic: Uses of office applications. Publisher.** **Choice of teacher-re: engagement. Pupils make posters to effectively advertise an event (fictional or school based).** **Suggested Key Questions:** What is an advertisement? What is my intended audience? What is persuasion? What makes a professional looking poster? **Key skills and knowledge** -Adding full backgrounds- either custom or imported photos. -Using imported type faces (such as DaFont.com) -Setting transparence on objects. -Setting centering or in line with other objects. -Appropriate use of standard logos. -Using layers (send to font/back) -Evaluating against a given criterion.	**Topic: Internet Safety –** **Play like share (CEOP)** **Suggested Key Questions:** What is Internet safety? What are privacy settings? Why could social media be harmful? How would advise someone to stay safe online? What is a troll? How could social media affect our daily lives? Internet Safety week in February. **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 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.	**Topic: Uses of email/MS Teams, other professional communication.** **Reading and writing emails. Practice sending to each other.** **Using teams to chat to one another.** **Key Questions:** How is email different to other communications? What different tones can be used? One what hardware and apps can you read and send emails? When is a video meeting more appropriate? **Key skills and knowledge** -Begin to understand rules and language used in emails- based on audience. -To write and check email addresses and subject. -To use outlook or similar to sign into given email account. -To write emails to peers. -To reply to a teacher's email formally. -To join and participate in a video call on MS Teams.	**Topic: Uses of applications.** **Planning and building a mockup of a website in PPT with navigations bar and buttons- hyperlinks to other sites or media.** **Use Sheffield SEND Computing SOW- '2EXT: Creative media' for activity ideas.** **Suggested Key Questions:** How do I plan out a project effectively? Use of success criteria. How do I add and manipulate media into an application? **Key skills and knowledge** -Design and create simple digital content for a purpose/audience, e.g. poster. - Edit digital content to improve it, e.g. resize text. - Identify the features of a good piece of digital content and apply these in own design. - Know where to find copyright-free content, e.g. creative commons images. - Remix and edit a range of existing and their own media to create content. - Consider the audience when designing and creating digital content.	**Topic: Coding.** **Use Sheffield SEND Computing SOW Unit- '4EXT: Computational thinking' for activity ideas.** **Suggested Key Questions:** What is an algorithm? Why does it need to be in sequence? What is debugging? **Key skills and knowledge** Create a simple algorithm - Debug an error in a simple algorithm - Predict the outcome of a simple algorithm - Know that instructions in an algorithm need to be clear and unambiguous - Plan out an algorithm or program and evaluate its success - Use the language if… then… to describe the relationship between two actions.

	technology in their homes and in their community. Begin to understand that there are online tools that can help them create and communicate.				- Evaluate their own content against success criteria and make improvements accordingly	
Links to Gatsby Benchmarks:	4. Linking curriculum learning to careers. Using ICT to show thinking and ideas. Working in an office-based environment.	4. Linking curriculum learning to careers. Using ICT to show thinking and ideas. Working in an office-based environment.	4. Linking curriculum learning to careers. Skills needed to keep safe online. Skills needed to communicate safely. Working in an office-based environment.	4. Linking curriculum learning to careers. Discussion of different areas/job roles in an office or a remote job. Sending email as job applications.	4. Linking curriculum learning to careers. Developing skills in using technology/creative software packages and understanding the pathways these can help to access.	4. Linking curriculum learning to careers. Computer or game coding. Engineering coding. Software construction. Statistical/medical coding careers.

The SEND Scheme of work can be found here:
Sheffield SEND Computing SoW