Curriculum intent (overview) – To deepen students' skills and knowledge through a broad and balanced curriculum which prepares students for adulthood.

7V - **Venture Curriculum** - *ICT/2 Lessons weekly*

Year	2026 - 2027 Autumn 1 Unit 1	2026 - 2027 Autumn 2 Unit 2	2026 – 2027 Spring 1 Unit 3	2026 - 2027 Spring 2 Unit 4	2026 - 2027 Summer 1 Unit 5	2026 - 2027 Summer 2 Unit 6
	Topic: What is a computer? **Sheffield SEND Computing SOW- Unit 1A** ICT Expectations What is a computer? Parts of a computer. Keyboard skills. **Skill Focus:** Introduction to ICT routines and expectations Recognising everyday technology Basic keyboard awareness and typing **Suggested Activities:** ICT room rules poster creation using Word or Publisher. "Tech hunt" around school – take photos of devices. Match images of devices to their names and uses. Label parts of a computer using a drag-and-drop worksheet. Practice typing names and simple words using a keyboard mat. Create a front cover for their ICT folder using a template. **Suggested Key Questions:**	**Topic: What is a computer? Key Skills.** **Sheffield SEND Computing SOW- Unit 1C** ICT Expectations What is a computer? Parts of a computer. Keyboard skills. Logging on to the computer. Set of instructions- typed. Find and copy an image from the internet. **Skill Focus:** Logging in and saving work Copying and pasting images Typing short sentences with support **Suggested Activities:** Login challenge using visual login cards. Keyboard treasure hunt (find and label keys). Copy and paste an image into a Word document. Type a sentence using a word bank (e.g. "I like…"). Create a mini poster about a favourite thing using text and image. Practice saving and opening files from their folder **Suggested Key Questions:**	**Topic:** **Internet Safety – Play like share (CEOP)** **Skill Focus:** Understanding online safety basics Recognising safe vs unsafe behaviours Introduction to digital footprints **Suggested Activities:** Watch CEOP videos and discuss key messages. Sort online behaviours into "safe" and "unsafe." Create a "trusted adult" poster. Design a strong password using a checklist. Make a digital footprint trail using symbols or drawings. Create a class online safety charter. **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.	**Topic:** **Computing- using scratch to write an algorithm.** **Sheffield SEND Computing SOW- Unit 4E** **Skill Focus:** Understanding what an algorithm is Creating simple sequences in Scratch Introduction to debugging **Suggested Activities:** Explore Scratch interface and identify key blocks. Create a sprite that moves across the screen. Add speech bubbles to create a conversation. Use loops to repeat a movement. Debug a broken sequence with support. Predict what a program will do before running it **Suggested Key Questions:** What is an algorithm? What is programming? What things are programmed? How do we programme something? What happens when I change algorithm? How can I test my algorithm?	**Topic:** **topic of teacher choice** **Own business** **Using power point to present ideas** **Skill Focus:** Using templates to create a presentation Adding and formatting text and images Understanding audience and purpose **Suggested Activities:** Choose a business idea and name it. Create a logo using WordArt or drawing tools. Design a 2-slide PowerPoint about their business. Add transitions and animations to slides. Insert and crop images from a safe image bank. Present their business idea to a small group **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? editing How can you change the font/ add word art?	**Topic:** Technology – using the Ipad iMovie **Sheffield SEND Computing SOW- Unit 2D** **Skill Focus:** Planning and recording video content Using iPads to capture and edit clips Communicating ideas visually **See SOW for suggested activities. Or..** **Suggested Activities:** Plan a school tour using a storyboard template. Record short clips of favourite rooms or subjects. Add voiceover or captions to explain each clip. Use iMovie to trim and arrange clips. Add music or transitions with support. Share the final video with the class or staff. **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 are your favourite rooms/ subjects? Why?

	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 technology in their homes and in their community. Begin to understand that there are online tools that can help them create and communicate.	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? How do we login in and/or save our work? What do the buttons on the keyboard do? How do I copy and paste images? Can I look for information online? **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.	**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.	**Key Skills and knowledge:** To know what is meant by algorithm, sequencing, de-bug. Understand that we control computers; create a short program to move a sprite. Understand and discuss what programming is. Understand how to programme something. Understand why programming is important. Develop programming skills. Use logic and reasoning to predict what a programme will do when finished.	What are your interests? What do you like best about school? What is important to you? Who is your audience? How can you change the transition between slides? Can you add animations for your text? Can you add animations for your pictures? **Key skills and knowledge:** Add text and images to a template document using an image & word bank Recognise uses of technology in their homes and in their community. Understand that there are online tools that can help them create and communicate.	What teachers should we include in our tour **Key skills and knowledge**: use technology purposefully to create, organise, store, manipulate and retrieve digital content Record video with support; take part in film-making; watch and control videos on a computer Record video using a tablet or camera; choose video for a purpose
Links to Gatsby Benchmarks:	4. Linking curriculum learning to careers Skills needed to keep safe online. Working in an office-based environment.	4. Linking curriculum learning to careers Skills needed to keep safe online. Working in an office-based environment.	4.Linking curriculum learning to careers Skills needed to keep safe online. Working in an office-based environment.	4. Linking curriculum learning to careers coding video game design Youtube video creator	4. Linking curriculum learning to careers Camera operator video game design Youtube video creator	4. Linking curriculum learning to careers Digital artist. Digital illustrator Web designer Iphone / android app designer

The SEND Scheme of work can be found here:
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