Year 10 ICT Learning Pathway

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Topic	**R070** **Spreadsheet** **Topic 1 Design**	**R070** **Spreadsheet** **Topic 2 Create**	**R070** **Spreadsheet** **Topic 3 Testing and Evaluation**	**R050** **Exam** **Topic 1 Design tools** **Topic 2 HCI**	**R050** **Exam** **Topic 3 Data and testing** **Topic 4 Cyber Security & legislation**	**R050** **Exam** **Topic 5 Digital Communication** **Topic 6 IOE**
Threshold Concept explored	- Data - Digital literacy - Problem solving - Computational thinking - Programming	- Data - Digital literacy - Problem solving - Computational thinking - Programming	- Problem solving - Computational thinking - Programming	- Problem solving - Computational thinking - Programming - Digital literacy	- Problem solving - Computational thinking - Data - Online Safety - Digital literacy -	- Online Safety - Problem solving - Computational thinking - Programming
Building on	- Year 7, 8 and 9 Spreadsheets, Online safety, Word - Data representation (e.g. Year 7 data representation, Year 9 Computer Science) - Year 9 Computing theory (e.g. visualisation charts, flow charts)					
Leading to	- Secure knowledge in key specification areas of the ICT GCSE - ICT A-level					

How will you know what you are doing/how to improve	- OneNote checking - End of unit assessment - Teacher support - Peer support - Self reflection - Meeting lesson objectives - Mock exams					
Experiences to look out for	- Learning design skills. Such as flowcharts, mind maps, wireframes.	- Learning initial spreadsheet skills. Such as formula and formatting	- Learning testing skills. Such as peer test and user testing and technical testing.	- Introduction to exam theory, design questions. HCI	- Introduction to Data and testing. - cyber Security & legislation	- Digital Communication Topic IOE
Reading, Writing, Oracy practice	- Writing skills developed through the use of past paper questions and key terminology - Reading of key information and ability to note take within exercise book - Writing reports					
Link to the ideas						

Year 11 Learning Pathway

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Topic	**R060** **Augmented reality** **Topic 1 Design**	**R060** **Augmented reality** **Topic 2 Create** Learning new software: BlippAR	**R060** **Augmented reality** **Topic 3 Testing and Evaluation**	**R050** **Exam** **Topic 1 Design tools** **Topic 2 HCI**	**R050** **Exam** **Topic 3 Data and testing** **Topic 4 Cyber Security & legislation**	**N/A**
Threshold Concept explored	- Data - Digital literacy - Problem solving - Computational thinking - Programming	- Data - Digital literacy - Problem solving - Computational thinking - Programming	- Problem solving - Computational thinking - Programming	- Problem solving - Computational thinking - Programming - Digital literacy	- Problem solving - Computational thinking - Data - Online Safety - Digital literacy -	
Building on	- Year 7, 8 and 9 App development, Online safety, Word - Data representation (e.g. Year 7 data representation, Year 9 Computer Science) Year 9 Computing theory (e.g. visualisation charts, flow charts)					
Leading to	- Secure knowledge in key specification areas of the ICT GCSE - ICT A-level					
How will you know what you are doing/how to improve	- OneNote checking - End of unit assessment - Teacher support - Peer support - Self reflection - Meeting lesson objectives - Mock exams					

Experiences to look out for	- Learning design skills. Such as flowcharts, mind maps, wireframes.	- Learning initial Augmented reality app development skills.	- Learning testing skills. Such as peer test and user testing and technical testing.	- Introduction to exam theory, design questions. HCI	- Introduction to Data and testing. - cyber Security & legislation	- Digital Communication Topic IOE
Reading, Writing, Oracy practice	- Writing skills developed through the use of past paper questions and key terminology - Reading of key information and ability to note take within exercise book - Writing reports					
Link to the ideas						