



**Curriculum Intent Statement
Department of Computing
Ballakermeen High School**

Curriculum vision: We believe that students should have access to an engaging and challenging Computing curriculum that is abundant in both cross-curricular skills and knowledge. This curriculum should inspire independence and curiosity, but also provide students with an adaptable set of skills, that equip them effectively for the demands of daily school life and future career opportunities.

Our ICT curriculum will provide students with the opportunity to:

- Understand and apply the fundamental principles and concepts computing, including logic, algorithms, and data representation
- Use a range of office-based software confidently, applying and adapting tools and techniques independently
- Analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve a given problem
- Develop and apply their analytic, problem-solving, design, and computational thinking skills
- Understand how changes in technology affect safety, including new ways to protect their online privacy and identity, and how to identify and report a range of concerns
- Understand the impact of emerging technology on society
- Be responsible, competent, confident, and creative users of information and communication technology

Curriculum Overview - ICT

	YEAR 7	YEAR 8	YEAR 9	YEAR 10	YEAR 11
AUTUMN 1	Introduction to Computing	Hardware and Security	IT systems at Ballakermeen (focus on digital citizenship)	IGCSE ICT: 1. Basic spreadsheet skills (including introduction to graphs and charts) 2. Document production 3. Theory: input devices SQA PC Passport: 1. Word skills IGCSE Computer Science: 1. Data representation (number systems, text/ sound/images, data storage and compression)	IGCSE ICT: 1. Further database skills 2. Building advanced functions and graphs/charts 3. Practical revision on document production 4. Theory: Networks/ safety and security SQA PC Passport: 1. Spreadsheet skills IGCSE Computer Science: 1. Automated technology (AI, automated systems) 2. Boolean logic
AUTUMN 2	Images and Presentation design	Scratch: taking it further	Presenting information	IGCSE ICT: 1. Further spreadsheets and presentations 2. Theory: output devices SQA PC Passport: 1. Word coursework IGCSE Computer Science: 1. Data transmission (types and methods, error detection, encryption)	IGCSE ICT: 1. Practical revision focusing on web authoring, document production, and advanced skills in spreadsheets 2. Theory: System Life Cycle SQA PC Passport: 1. Spreadsheet coursework IGCSE Computer Science: 1. Algorithm design and programming (data structures, iteration, selection, pseudocode, flowcharts)

SPRING 1	Word Processing & Spreadsheets: Introduction	Spreadsheet skills	Word Processing & Spreadsheets: mapped to GCSE course requirements	<p>IGCSE ICT:</p> <ol style="list-style-type: none"> 1. Web authoring (HTML) 2. Further spreadsheets 3. Recapping word and presentations 4. Theory: storage devices <p>SQA Passport:</p> <ol style="list-style-type: none"> 1. Presentation skills <p>IGCSE Computer Science:</p> <ol style="list-style-type: none"> 1. Hardware (architecture, I/O, storage, network hardware) 	<p>IGCSE ICT:</p> <ol style="list-style-type: none"> 1. Practical revision all practical areas – based on class needs 2. Focus on past papers and exam technique 3. Theory: revision and exam questions/technique <p>SQA PC Passport:</p> <ol style="list-style-type: none"> 1. Blogging skills <p>IGCSE Computer Science:</p> <ol style="list-style-type: none"> 1. Algorithm design and programming (remainder – eg. procedures, functions, operations, testing and validation, trace tables)
SPRING 2	Introduction to Scratch (block programming)	Introduction to texted based programming using Python	Introduction to web authoring: mapped to GCSE course requirements	<p>IGCSE ICT:</p> <ol style="list-style-type: none"> 1. Web authoring (CSS) 2. Further spreadsheets 3. Recapping word and presentations 4. Theory: types and components <p>SQA PC Passport:</p> <ol style="list-style-type: none"> 1. Presentation skills <p>IGCSE Computer Science:</p> <ol style="list-style-type: none"> 1. Software (types, interrupts, languages, IDEs) 	<ol style="list-style-type: none"> 1. IGCSE ICT: Practical exams. Theory revision before written paper <p>SQA PC Passport:</p> <ol style="list-style-type: none"> 1. Blogging coursework <p>IGCSE Computer Science:</p> <ol style="list-style-type: none"> 1. Databases 2. Revision before both written papers
SUMMER 1	Project: integration of software –	Project: integration of software –	Project: integration of software –	<p>IGCSE ICT:</p> <ol style="list-style-type: none"> 1. Introducing databases 2. Recapping previous practical skills 	

	presentations and word documents	creating social media reel using graphics software and media assets – based on online safety	creating social media reel using graphics software and media assets – based on promoting a business	<p>3. Theory: effects of using IT</p> <p>1. SQA PC Passport: Presentation coursework</p> <p>IGCSE Computer Science:</p> <p>1. The internet and WWW (digital currency, internet, and WWW)</p>	
SUMMER 2	Active Learning tasks based around problem solving	Active Learning tasks based around problem-solving	Active Learning tasks based around problem-solving	<p>IGCSE ICT:</p> <p>1. Databases forms and queries</p> <p>2. Recapping previous practical skills</p> <p>3. Theory: applications of ICT and emerging technology</p> <p>SQA PC Passport:</p> <p>1. Spreadsheet skills and reviewing coursework</p> <p>IGCSE Computer Science:</p> <p>1. The internet and WWW (cyber security and encryption)</p> <p>2. Automated tech (robotics)</p>	