



# 'Achieving Success for Respectful, Responsible Learners'



## Scope and Sequence

### YEAR 7 INFORMATION TECHNOLOGY (SELECTIVE)

Unit	Unit 1	Unit 2	Unit 3	Unit 4
Time/ Duration	Term 1	Term 2	Term 3	Term 4
Name of Unit	The Cloud and Minecraft	Me in a Virtual Box	Learning to Code	Multimedia Production
Concepts	Whole school technology requirements and the use of Chromebooks. Introduction to Computer Science and Design through the use of Minecraft EDU	Students will gain skills and knowledge of methods and techniques for planning and producing digital drawings, 3D designs and the steps to producing a virtual space.	Students will build on their understanding of programming through the development of a Game.	Students will develop an understanding of methods & techniques for planning and producing movie combining stopmotion, special effects and film.
Content	<ul style="list-style-type: none"> <li>knowledge of and skills in researching, experimenting, generating and communicating creative design ideas and solutions</li> <li>knowledge and understanding of and skills in the responsible selection and safe use of materials, tools and techniques</li> </ul>	<ul style="list-style-type: none"> <li>knowledge &amp; understanding of a range of computer software &amp; hardware</li> <li>problem-solving &amp; critical thinking skills in order to design &amp; develop creative information &amp; software technology solutions for a variety of real-world problems</li> </ul>	<ul style="list-style-type: none"> <li>knowledge and understanding about the features and characteristics of contemporary and advancing technologies</li> <li>knowledge and understanding about how the collection and processing of data enhances the development, testing &amp; productions of systems and design solutions</li> </ul>	<ul style="list-style-type: none"> <li>knowledge, understanding and appreciation of and skills in design processes, design theory and the work of designers</li> <li>knowledge of and skills in researching, experimenting, generating and communicating creative design ideas and solutions</li> </ul>
Links to Stage 5 courses	3D Technology & Game Design STEM	3D Technology & Game Design Film Making and Animation	Information, Media & Digital Technology 3D Technnology and Game Design	Film Making and Animation
Software	Minecraft EDU Google Apps	Autodesk 3DS Max Adobe Illustrator Adobe Photoshop	GM Studio	Adobe After Effects Adobe Premier Adobe Illustrator
Assessments	Terminology – 5% Google Apps activities – 5% Minecraft Challenges 15%	Terminology (5%) Design Project (15%) Reflection (5%)	Terminology (5%) Game Project (15%) Reflection (5%)	Activity Completion (5%) Multimedia Project (15%) Reflection (5%)