

Villa Real School 2024 – 2027

ICT and Computing Overview

The ICT and Computing curriculum in Villa Real School will give all pupils and students the opportunity to investigate technology and develop a love of the subject from an early age. In early years' pupils are given the opportunity to use hardware and software to develop skills that will not only help them in ICT and Computing but also encourage them to see the benefit of ICT in a cross curricular manner. ICT will also be utilised to overcome barriers to some aspects of the curriculum. In later years, our students are working towards developing the foundations that will support them in adult life and, where appropriate lead to a recognised qualification that employers recognise as valuable. Villa Real School uses the National Curriculum as a benchmark, and expands and personalises it to meet the individual needs of the pupils/students in a bespoke way. Qualifications are via recognised exam bodies. Much care has been taken to make sure learners find topics accessible, interesting and useful.

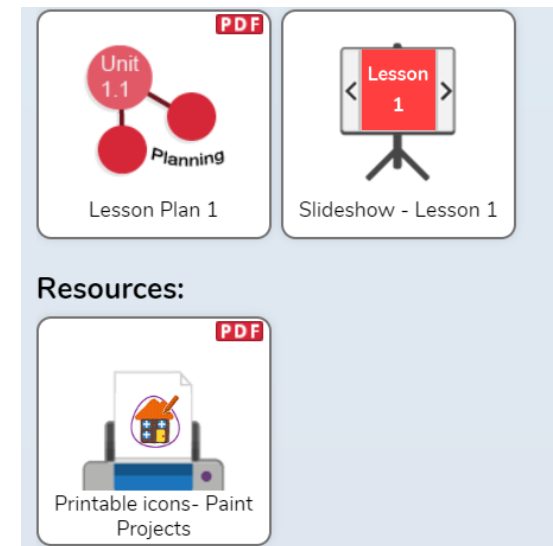
Staff will assess each student / pupil to ensure that they are working at level that is both accessible and challenging, and which provides the pupils/students with the knowledge for the next stages of their lives. Resources are available for each unit in a number of formats either paper or electronic via Purple Mash interactive activities. A variety of other resources are utilised including Purple Mash and other Educational applications.

With support of the ICT / Computing Coordinator the teacher will evaluate the best starting point for their learners. Bespoke planning to ensure individual learners are given the chance to achieve their personal best and ensure they are equipped for their next steps in education and adulthood.

Key Vocabulary – This is available as separate document on the school website it is also signposted in lesson plans where appropriate

- **Login:** Using a username and password to access a system.
- **Password:** A series of letters, numbers and special characters that is entered after the username to access an online site. In Purple Mash, this can also be a series of pictures.
- **Private:** Keeping information restricted from other people.
- **Home Screen:** The home screen of a website is like the front page and contents page of a book.
- **My Work Area:** The place on Purple Mash where your work is stored. Only you and your teachers can access this.
- **Avatar:** A digital picture to represent someone.
- **Icon:** An image on a web page that you can click on to navigate to somewhere.
- **Typing:** The action of writing something on a computer.
- **Saving:** Store your work as you create something so it can be accessed later.
- **Log out:** Leaving a computer system.

Lessons are supported with printable resources, PowerPoint Presentations, Knowledge maps and appropriate software / hardware.



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Early Years (Reception) - Rather than a scheme with set lessons, the early years resources are designed to integrate into the day-to-day routine and set-up of an early years setting with opportunities for using Mini Mash or Purple Mash as part of the Early Years curriculum to support children in working towards early learning goals. In addition, there are units of suggested ideas that focus on computing skills specifically, that can also be provided as opportunities for learning as part of the topics in other areas to give children a sound basis to explore topics using technology and to be ready for progressing through the Computing curriculum. These are as follows and are designed to be integrated and linked to wider early year's curriculum areas. These have been loosely classified into the three streams but there is overlap between all three streams.



Key Stage 1 Years 1 and 2 Blossom Beech Sycamore

Term	Year <u>2425/2526</u>	Year <u>2526/2627</u>	Year <u>2627/2728</u>
1	Unit 1.1 Focus Online Safety & Exploring Purple Mash Number of lessons 6 Unit 1.2 Focus Grouping and sorting Number of lessons 6	Unit 1.7 Focus Coding Number of weeks 6 Software 2 code Unit 1.8 Spreadsheets Number of lessons 5 Software 2 Calculate	Unit 2.4 Focus Questioning Number of lessons 5 Ed Visit Unit 2.5 Focus - Effective Searching Number of lessons 6
2	Unit 1.3 Focus Pictograms Number of lessons 6 Unit 1.4 Focus Lego Builders Number of lessons 6 Ed visit	Unit 1.9 Focus – Technology Outside school Number of lessons 6 Unit 2.1 Focus Coding Number of weeks 5 Software Vocab	Unit 2.6 Focus Creating pictures Number of lessons 5 Software – 2 Paint a picture Unit 2.7 Focus Making Music Number of weeks 4 Software – 2 Sequence
3	Unit 1.5 Focus Maze Explorers Number of lessons 6 Unit 1.6 Animated story books Number of lessons 6 Software – 2 create a story	Unit 2.2 Focus Online safety Number of lessons 6 Unit 2.3 Spreadsheets Number of lessons 5 Software 2calculate	Unit 2.8 Focus – Presenting ideas Number of weeks 6 Reflecting on units in years 1 and 2 Practice, enjoy, celebrate our achievement

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Key Stage 2 Years 4,5 and 6 [Beech Ash Maple Cedar](#)

Term	Year 24/25	Year 25/26	Year 26/27
1	Unit 4.1 Focus Coding Number of Lessons 6 Software – 2 Code Unit 4.2 Focus Online Safety Number of lessons 3 Unit 4.3 Spreadsheets Number of lessons 3 Software 2Calculate	Unit 4.10 Focus Introduction to AI Number of lessons 3 Unit 4.11 Focus – Introduction to Microbit. Number of lessons 4 Unit 5.5 Focus Coding Number of lessons 4 Software – 2code	Unit 5.7 Focus Concept Maps Number of lessons 4 Software 2 connect Unit 5.8 Focus Word Processing Number of lessons 6
2	Unit 4.4 Focus Writing for different audiences Number of lessons 5 Unit 4.5 Focus Logo and Control Number of lessons 4 Software 2Code Unit 4.6 Focus Animation Number of lessons 3	Unit 5.2 Focus – Online safety Number of lessons 3 Unit 5.3 Spreadsheets Number of lessons 5 Software – 2calcualte Unit 5.4 Focus Databases Number of lessons 4	Unit 5.9 Focus External Devices Number of lessons 6 Unit 6.1 Focus Coding Number of lessons 6 Software 2Code

	Software 2Animate	Software 2Investigate	
3	Unit 4.7 Focus Effective Searching Number of lessons 3 Unit 4.8 Focus Hardware Number of lessons 2 Unit 4.9 Making Music Number of lessons 4 Software Busy Beats	Unit 5.5 Focus Game creator Number of lessons 5 Software – 2DIY3D Unit 5.6 Focus 3D Modelling Number of lessons 4	Unit 6.2 Focus Online Safety Number of lessons 4 Unit 6.3 Spreadsheets Number of lessons 3 Software – 2Calculate Unit 6.4 Blogging Number of lessons 4

Key Stage 3 Years 7,8,9 [Willow Hazel Oak Aspen](#)

Term	Year 24/25	Year 25/26	Year 26/27
1	Unit 7.1 Focus Using a microbit Number of lessons 4 Unit 7.2 Clear Messaging in Digital Media Number of lessons 6 Unit 7.3 Focus Networks Number of lessons 3	Unit 8.1 Focus Vector Graphics Number of lessons 6 Unit 8.2 Layers of Computing Systems Number of lessons 5 Unit 8.2.1 Online Safety – Recognising danger	Unit 8.7 Focus – Multimedia – Animations Number of lessons 6 Unit 8.8 Focus Multimedia Game creation Number of lessons 6

	Unit 7.3.1 Online Safety – Viruses Number of lessons 3		
2	Unit 7.4 Focus Programming essentials in Scratch Number of lessons 6 Unit 7.4.1 Focus Online Safety – Scams fraud and unsafe websites.	Unit 8.3 Focus Developing a webpage Number of lessons 6 Unit 8.4 Focus Design your own application. Number of lessons 6	Unit 8.9 Focus Desktop Publishing Making a leaflet / Poster Number of lessons 5 Unit 8.10 Focus – Influencers = Understanding Youtube Number of lessons 3 Unit 8.11 Focus Your Digital foot print – Sharing images and content. Number of lessons 3
3	Unit 7.5 Focus Modelling data in spreadsheets Number of lessons 4 Unit 7.5.1 Focus Online Safety – Where to get help / Online behaviour Number of lessons 3 Unit 7.6 Programming essentials in scratch part 2 Number of lessons 5	Unit 8.5 Focus – Online Safety Apps and Social Media Number of lessons 5 Unit 8.6 Focus – Control – Beebots programming Number of lessons 4	Unit 9.1 Online Safety - Blogging and chat rooms Number of lessons 3 Unit 9.2 Focus My Scratch project Number of lessons 5 Unit 9.3 Focus – Investigating how to use AI safely.

			Number of lessons 3
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ICT and Computing Overview 14-19 Provision [Aspen Rowan Elm Cherry](#)

The ICT and computing curriculum aims to support all learners in Villa Real School. To do this, we offer different routes depending on the learner's interests and ability. Students can move between the different routes as appropriate and as their skills progress.

Route One - Engagement Steps

Route one offers the learner the opportunity to continue to study ICT in order to gain skills that will allow them to access the adult world. In addition, **eight compulsory strands of online safety as directed by the DFE** will be completed.

2024-2025			2025-2026			2026 -2027		
Autumn	Spring	Summer	Autumn	Spring	Summer	Autumn	Spring	Summer
Unit 9.0 Using AI to instruct	Unit 9.1 E safety – Staying safe when using the internet Internet safety – Online relationships	Unit 9.4 Using email safely and appropriately Internet safety – Online reputation	Unit 9.3 Desktop Publishing – Letters Presentations Leaflets Internet safety – Managing online information	Unit 9.4 Digital Media Sound and pictures Internet safety – Health, wellbeing and lifestyle	Unit 9.5 Keeping records using ICT Internet safety – Privacy and security.	Unit 9.7 Social media. Internet safety – Copyright and ownership	Unit 9.6 Transactions Online fraud and internet banking Internet safety – Online bullying.	Unit 9.7 Online shopping Internet safety - Consolidation and catch up

Route Two – Progression Steps Where appropriate learners will follow a qualification route studying NoCN Digital Skills Level 1 Award 603/6150 /5 They will choose units of study they are interested in and submit these as assessment when completed. The award will be completed over two school years

NOCN Level 1 Award in Digital Skills - 603/6150/5

Rules of Combination : Learners must achieve a minimum of 9 credits. A minimum of 6 credits must be achieved from the Level 1 group. The remaining credits may be achieved from any group or combination of groups

Mandatory Level 1 Group

Ofqual Unit Code	Unit Title	GLH	Credit Value	Level
L/618/2881	Database Applications	27	3	L1
R/618/2882	Design Applications	27	3	L1
Y/618/2883	Desktop Publishing Applications	27	3	L1
D/618/2884	Digital Communication Fundamentals	18	2	L1
H/618/2885	Digital Fundamentals	27	3	L1
K/618/2886	Digital Safety and Security	9	1	L1
M/618/2887	Imaging Applications	27	3	L1
T/618/2888	Improving Productivity Using Digital Technology	18	3	L1
A/618/2889	Presentation Applications	27	3	L1
M/618/2890	Spreadsheet Applications	27	3	L1
T/618/2891	Using E-mail	18	2	L1
A/618/2892	Using Mobile Devices	18	2	L1
F/618/2893	Using the Internet	27	3	L1
J/618/2894	Word Processing Applications	27	3	L1