

## Curriculum overview:

- E-SAFETY
- UNDERSTANDING COMPUTERS, CPU, STORAGE DEVICES AND NEW TECHNOLOGIES
- APPS CREATION - USE OF OPEN MIND, PRODUCT DESIGN USING APP INVENTOR AND PROBLEM VIDEO AND STORYBOARD CLIP
- INTRODUCTION TO DATABASES
- DATABASES USING SQL
- INFORMATION SUPERHIGHWAY - DIGITAL LITERACY

## Homework & assessments overview:

**Assessments** will be carried out after each unit of work and **homework** will be given after each lesson.

The time students should spend on the homework is a minimum of 1 Hour.

## Useful websites:

- Computer Science for Fun  
[www.cs4fn.org/](http://www.cs4fn.org/)
- MIT App Inventor – Advanced App Creator  
[appinventor.mit.edu/](http://appinventor.mit.edu/)
- App Shed – Free resource to create mobile phone apps at home.  
<http://appshed.com/>
- BBC KS3 ICT  
<http://www.bbc.co.uk/bitesize/ks3/ict/>

## Practical tips / activities for parents to support learning at home:

Visit websites such as CEOP and stay up to date with the E-Safety threats that face children. The website is split into age relevant sections and is an official government site.

Help students break down large problems into smaller chunks to be solved logically. Allow the children to reaffirm their learning at home by creating mobile apps online.