

# St Martin's School

## Curriculum Maps 2021/2022



*Key Stage Three*  
**Digital Literacy Plans**

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## Curriculum Maps 2021/2022



***Year 7***

**Digital Literacy Plans**

# Year 7 Curriculum Plans – The Big Picture

## Digital Literacy

|        | Term 1                                                                                                                                                                                                                                                                                                                                                                                                                                      | Term 2                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | Term 3                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
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| Year 7 | <p><b>Unit 1 – Using Computers Safely</b><br/>File Management, Social Networking, Data and keeping it safe, how to effectively use Email, Search Engines and how to search the web, Presentation skills.</p> <p><b>Unit 2 – Animation Development</b><br/>Key-Frame animation, develop understanding of image types (JPEG, PNG, GIF), Motion-Tweening, audio application, frame rates, utilising saved files, Text speech, transitions.</p> | <p><b>Unit 3 Small Basic</b><br/>Introducing the Turtle, Looping and making Efficient code, developing shapes and patterns. Expression and testing code patterns.</p> <p><b>Unit 4 - Movie making</b><br/>File management, adding media from files, capturing media from other sources, use of transitions, trimming files, utilising timeline and storyboard modes, using additional audio files, removing audio from video files, clip extending, intro and outro elements, exporting to file type MP4.</p> | <p><b>App Development Project</b><br/><u>Develop project details, Problem solving with Technology, What makes a good App, App reviews, Team Values, Team Development, Teamwork, Co-founders agreement, identify target audience, problem spotting, Change the world, filter out problems with design, Brainstorming sessions, Market research, Pitch development, present pitch, user profiles, user needs and features, Develop MVP, Paper designs, Flowcharts / Pseudocode, User tests, business models, app summary, reflection.</u></p> |