

MARINA INTERNATIONAL SCHOOL

ICT SCHEME OF WORK

YEAR 5 - TERM 1

WEEK	TOPIC	TOPIC DETAILS
1.1	Understanding Computers	<ul style="list-style-type: none">-Understand what is a computer-The functions of the computer-The components of the computer-The input, output, and processing devices
2.1	Starting the Computer	<ul style="list-style-type: none">-Understanding how to properly boot and shutdown computer-Student practice with different devices-Understand how and when to restart the computer-Understand the importance of updates and upgrades
3.1	Using the Mouse	<ul style="list-style-type: none">-Understanding the Keyboard as one of the Basic Components of the Computer-Mouse as an input device for giving the computer instructions-Explain with practical skills, the difference in these instructions-Clicking & Pointing-Double-Clicking and Clicking-Right-Clicking-Dragging & Dropping-Scrolling
4.1	Using the Keyboard	<ul style="list-style-type: none">-Understanding the Mouse as one of the Basic Components of the Computer-Keyboard as an input device for giving the computer instructions-Explain with practical skills, the difference in these instructions-Caps Locks, Space Bar, Esc Function-Shift Functions-Key Combination Functions-Delete, Tabs, Arrow Keys, Number Keys,-Typing skills with Mavis Tool
5.1	Introduction to word processing and MS Word application	<ul style="list-style-type: none">-Review examples of printed and electronic documents to help them identify and understand certain features of page design and how they relate to the audience and to the purpose of a document.

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6.1	Create and format text which is suitable for a particular purpose	-Create three blank text documents and use 'save as' so that each one can be saved separately with a distinct filename.
7.1	Create and format text which is suitable for a particular purpose	-Change the format of each of their three versions of the text to suit the following three purposes: - for an audience of very young children - for an adult audience - to create an 'artistic' version that would be suitable for inclusion in an album cover.
8.1	Adjust properties to allow graphics, to fit well within the document	-Demonstrate how to add an image to a text document. -Also demonstrate how to format the image and arrange it in an appropriate position within a piece of text
9.1	Adjust properties to fit well within the document	-Demonstrate how images can be distorted if they are stretched or if their aspect ratio is changed.
10.1	Adjust properties to fit well within the document	-Also demonstrate how text can become difficult to read if an image of a similar or bolder colour is placed behind it. - document 1 - make the text appear to the right of the image - document 2 - make the image appear in the centre of the text
11.1	Insert a table into a document	-Demonstrate how to create tables in the selected text software.
12.1	Insert a table into a document	-Create a school timetable in a portrait layout.

ICT SCHEME OF WORK

YEAR 5 - TERM 2

WEEK	TOPIC	TOPIC DETAILS
1.1	Using the Mouse	<ul style="list-style-type: none">-Understanding the Keyboard as one of the Basic Components of the Computer-Mouse as an input device for giving the computer instructions-Explain with practical skills, the difference in these instructions-Clicking & Pointing-Double-Clicking and Clicking-Right-Clicking-Dragging & Dropping-Scrolling
2.1	Using the Keyboard	<ul style="list-style-type: none">-Understanding the Mouse as one of the Basic Components of the Computer-Keyboard as an input device for giving the computer instructions-Explain with practical skills, the difference in these instructions-Caps Locks, Space Bar, Esc Function-Shift Functions-Key Combination Functions-Delete, Tabs, Arrow Keys, Number Keys,-Typing skills with Mavis Tool
3.1	Introduction to Presentation and MS PowerPoint application	-Introduction to Presentation and MS PowerPoint application
4.1	Create a plan for a presentation	<ul style="list-style-type: none">-Create a plan for a presentation based upon a design brief.-The briefs could be based upon topics such as:<ul style="list-style-type: none">- a short story for young children- the life cycle of a particular species- instructions about how to make something- directions to a particular place- Factual information about a particular object or person
5.1	Recognize and select appropriate source materials	-Select the resources, such as text, images and multimedia files, which they plan to include in the presentation and mark on their plan where these will appear.

WEEK	TOPIC	TOPIC DETAILS
6.1	Week 5 Continues	-Select the resources, such as text, images and multimedia files, which they plan to include in the presentation and mark on their plan where these will appear.
7.1	Design & Modify the Presentation	-Create the presentation using PowerPoint
8.1	Design & Modify the Presentation	-Demonstrate how to change the format of layouts in the PowerPoint by making changes such as: - changing the height - changing the width - changing the colour
9.1	Incorporate transition and timing	-Demonstrate how to add transitions and timings to a presentation.
10.1	Incorporate transition and timing	-Also demonstrate some of the visual effects that can be applied to transitions.
11.1	Demonstrate a clear sense of audience and purpose	- check for spelling and grammar errors - check for incorrect fonts and other presentation issues - check that all multimedia files all play correctly
12.1	Demonstrate a clear sense of audience and purpose	- check that timings and transitions work correctly - check that all content complies with eSafety and etiquette requirements.

ICT SCHEME OF WORK

YEAR 5 - TERM 3

WEEK	TOPIC	TOPIC DETAILS
1.1	Using the Keyboard	<ul style="list-style-type: none">-Understanding the Mouse as one of the Basic Components of the Computer-Keyboard as an input device for giving the computer instructions-Explain with practical skills, the difference in these instructions-Caps Locks, Space Bar, Esc Function-Shift Functions-Key Combination Functions-Delete, Tabs, Arrow Keys, Number Keys-Typing skills with Mavis Tool
2.1	Introduction to programming and MS LOGO programming language	<ul style="list-style-type: none">-Basic directional language, such as forward, backward, left and right angles, including those other than 90 and 180
3.1	Plan a short sequence of instructions to achieve a specified objective	<ul style="list-style-type: none">-Plan a short sequence of instructions to achieve a specified objective
4.1	Plan a short sequence of instructions to achieve a specified objective	<ul style="list-style-type: none">Present the plan to the class for approval
5.1	Create a program as a sequence of instructions to achieve an objective	<ul style="list-style-type: none">-Demonstrate how a simple sequence of events can be created by dragging the following blocks together in the correct order:<ul style="list-style-type: none">- "when green flag clicked" from "Events"- "move 10 steps" from "Motion"- "say Hello! For 2 secs" from "Looks".
6.1	Predict what the sprite will do when given a short program	<ul style="list-style-type: none">-Learners predict what the instructions will do, including what planet the sprite will finish at.

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7.1	Predict what the sprite will do when given a short program	-Demonstrate to learners how to load the 'is_example1.sb2' file to their own workstation
9.1	Create a program	-Create a program that moves a sprite at least five times and turns it through angles of other than 90 or 180 degrees, to reach a specific target.
10.1	Correct (debug) a short program containing one error	-Work in pairs to correct, or debug, the sequence of instructions so that the sprite is able to follow its correct path.
11.1	Correct (debug) a short program containing one error	-Work in pairs to correct, or debug, the sequence of instructions so that the sprite is able to follow its correct path.
12.1	Re-set the program	-Re-set the program and return the sprite to its starting point