Curriculum Plan				Subject	C	CS/ICT		Year		7		
		W/C 2 <sup>nd</sup>	W/C 9 <sup>th</sup>	W/C 16 <sup>th</sup>	W/C 23 <sup>rd</sup>	W/C 30 <sup>th</sup>	ا D	W/C 7 <sup>th</sup>	W	/C 14th		
How you will access home learning		All presentations and worksheets will be made available through MS TEAMS using the team created for that IT group. Please look under the section entitled files. We are planning on creating class notebooks to support students within MS TEAMS so these will be phased in and students will be informed when to swap to this area in MS TEAMS.										
How you be able to interact MS TEAMS will provi with your teacher and gain feedback on your work		rovide a medium fo should be used a	e a medium for the distribution of materials and may have further questions in the chat on the general and be used as the means of contacting the teacher directly for feedback and questions.									
Retrieval Focus How we will help you to recall previously learnt knowledge		The unit will be a new one but may consolidate knowledge, skills and understanding from KS2. Quizzes will be used in the schools Moodle platform and links will be shared through MS Teams. The use of an IT Journal to support and encourage students will be made available in MS Teams.										
v Learning	What you will be learning about this week	The unit is subdivided into six learning hours that are spread across six lessons in order to fit with the school timetable and the needs of different groups of pupils. It is a practical unit covering the principles of producing control and monitoring solutions using a flowchart-based interface (Flowol 4 or earlier). Pupils will start by producing systems that use simple loops and basic outputs, and then move on to look at systems that have multiple inputs and outputs. They will refine their solutions using subroutines and variables.										
Nev		<ul> <li>New National Curriculum Strands (partially covered in this Unit):</li> <li>Design, use and evaluate computational abstractions that model the state and behaviour of real world problems and physical systems</li> </ul>								and		
		<ul> <li>Design and d</li> <li>Understand th another and v</li> </ul>	evelop modular pro ne hardware and s vith other systems	ograms that use pro oftware component	edures or functions that make up computer systems, and how they communicate with one							
	How we will teach you the new knowledge or ideas	<ul> <li>Students will be taught through;</li> <li>MS TEAMS.</li> <li>Worksheets</li> <li>Practical tasks using the Flowol software</li> <li>Low stakes knowledge quizzes</li> </ul>										

	Activities that will help you learn and practice what you've been taught	Pupils will put evidence of the flowcharts they created for their most complex system into an Assessment Portfolio. They will also answer questions on sequencing and flowcharting in order to demonstrate understanding. Regular teacher assessment, including questioning and observation, will be used in each lesson in order to reinforce the evidence of understanding in the Assessment Portfolio.				
-	What you can do if you're stuck	Firstly if a student is stuck on something in one of the lessons on control systems they should review the content as the directions to answers are always provided. If students are still struggling then students can contact the teacher through email, or MS TEAMS.				
Checking in How we will check in with you to support you with your remote learning		MS TEAMS allows teachers to see progress on the worksheets and screen grabs of the practical tasks. We also use the IT Journal for the students to update their teacher on their progress through each section. If no progress is shown in either location first contact is to be made through email to student and HoY.				