

KEVICC KS3 Curriculum:		Subject: Computing	Key terms and vocabulary.
Year: 8 Term: 6	Topic: Using Technology Safely, Securely, Responsibly and Respectfully		Which words will be explicitly taught & how frequently will understanding be checked? How will assimilation of new vocab be checked?  <b>Screen</b> <b>Object</b> <b>Design view</b> <b>Code view</b> <b>Event</b> <b>Action</b> <b>Property</b> <b>Uniform Resource Location</b>  <b>QR code</b> <b>Malware</b> <b>Grooming</b> <b>Password</b> <b>Cyberbullying</b> <b>Copyright</b> <b>Digital footprint</b> <b>Sexting</b> <b>Bug</b> <b>Test plan</b> <b>Feedback</b> <b>Evaluation</b> <b>Criteria</b> <b>Specification</b>  Used in context during lessons and understanding checked in end of unit assessment
<b>What is the essential knowledge from this unit? What do students need to remember and understand?</b> <ul style="list-style-type: none"><li>Understand how Apps are composed of screens, objects and code</li><li>Understand how events can be used to trigger required actions</li><li>Be able to complete simple tasks using App Lab</li><li>Be able to add objects to screens and change their appearance</li><li>Be able to add code to move between screens and show/hide images</li><li>Be able to share your App to mobile device (smartphone or tablet)</li><li>Understand the risks to personal safety and data when using online devices</li><li>Be able to describe how to stay safe and secure when using online devices</li><li>Understand how to be response and respectful when using online devices</li><li>Understand the importance of planning and design work</li><li>Be able to specify the main purpose and method of operation of the App</li><li>Be able to design screen layouts and describe the functionality of objects</li><li>Be able to create the screens and required objects</li><li>Be able to add code to enable the screens to operate as required</li><li>Be able to find and fix 'bugs' in the App code</li><li>Understand the importance of testing the App thoroughly</li><li>Be able to use a test plan to record tests and to correct problems found</li><li>Understand how to get and use feedback on the App from real users</li><li>Be able to evaluate the App using the initial specification</li></ul>			
<b>What prior learning supports understanding of this content?</b> <ul style="list-style-type: none"><li>Year 8 unit on game making (design, testing, evaluating process and event-triggered actions)</li><li>Year 7 lessons on e-safety and responsible behaviour online</li></ul>	<b>How does this content link to future learning?</b> <ul style="list-style-type: none"><li>Year 9 digital literacy unit on developing website/app will use design, testing and evaluating skills, as well as layout and coding skills</li></ul>		
<b>Reading:</b> Where in the unit are students supported to read complex academic text? <ul style="list-style-type: none"><li>Students will be directed to read age-appropriate content from BBC Bitesize pages and other relevant online sources</li></ul>	<b>Writing:</b> Independent writing tasks and how they are structured <ul style="list-style-type: none"><li>Students will write description of the App to be made using prompts as scaffolding</li><li>Students will write an evaluation of their App using section headings as scaffolding</li></ul>		
<b>Key assessments:</b> How will students review the information learned? How will feedback be seen? <ul style="list-style-type: none"><li>Students will get short personalised feedback (mainly verbal) on individual tasks</li><li>End of unit assessment in penultimate lesson, with final lesson used to give feedback and enable corrections/improvements</li></ul>			