ICT

Scheme of Work for Academic Year September 2024 - July 2025

KS2 Year 1

Lesson	Term 1	Lesson	Term 2	Lesson	Term 3	Lesson	Term 4	Lesson	Term 5	Lesson	Term 6
Class	**Protecting Personal Information Online / Tinkering with 'Scratch'**		**Google: Creating meadia: Website Design**		**Positive Self Image Online / Programming 1 : Further coding with 'Scratch'**		**Collaborative Learning**		**Data Handling: Investigating Weather**		**Programming Music: Scratch**
1	To understand the role privacy and security play in keeping our personal information safe online	1	To explore the features of Google Sites.	1	To understand how content online can affect users' self-image.	1	To understand that software can be used to work online collaboratively.	1	To log data taken from online sources in a spreadsheet.	1	To tinker with Scratch music elements.
2	To explore a programming application	2	To plan content for a collaborative webpage.	2	To recall the key features of Scratch.	2	To understand how to contribute to someone else's work effectively.	2	To design a weather station.	2	To create a program that plays themed music.
3	To use repetition (a loop) in a program.	3	To create a webpage as part of a collaborative class website.	3	To understand how a Scratch game works by using decomposition to identify key features.	3	To understand how to create effective presentations.	3	To design an automated machine to respond to sensor data.	3	To plan a soundtrack program.
4	To program an animation.	4	To plan and create a website.	4	To recognise what a variable is.	4	To understand how to create and share Google Forms.	4	To understand how weather forecasts are made.	4	To program a soundtrack.
5	To program a story.	5	To create and evaluate a website.	5	To understand how to make a variable in Scratch.	5	To understand how to use a shared spreadsheet to explore data.	5	To use tablets or digital cameras to present a weather forecast.	5	To program music for a specific purpose.
6	To program a game.	6	To evaluate mine and peers websites	6	To create a quiz using variables.	6	To understand how to use a shared spreadsheet to explore data.	6		6	
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KS2 Year 2

Lesson	Term 1	Lesson	Term 2	Lesson	Term 3	Lesson	Term 4	Lesson	Term 5	Lesson	Term 6
Class	**Online Safety**		**Mars Rover 1**		**Mars Rover 2**		**Skills Showcase: Inventing a Product**		**Computing Systems and Networks**		**Programming: Intro to Python**
1	To describe how to search for information within a wide group of technologies and make a judgement about the probable accuracy.	1	To identify how and why data is collected from space.	1	To recognise how bit patterns represent images as pixels.	1	To design an electronic product.	1	To understand there are many different types of secret codes.	1	To tinker with a new piece of software.
2	To describe some of the methods used to encourage people to buy things online.	2	To read and calculate numbers using binary code.	2	To explain how the data for digital images can be compressed.	2	To code and debug a program.	2	To understand the importance of having a secure password.	2	To understand nested loops.
3	To explain why lots of people sharing the same opinions or beliefs online do not make those opinions or beliefs true.	3	To identify the computer architecture of the Mars Rovers.	3	To identify and explain the fetch, decode and execute cycle.	3	To use CAD software to design a product.	3	To recognise the importance of the history of computers and create a well-researched presentation.	3	To understand basic Python commands.
4	To explain that technology can be designed to act like or impersonate living things.	4	To use simple operations to calculate bit patterns.	4	To learn the basics of using Tinkercad through tutorials.	4	To create a website.	4	To design a computer of the future.	4	To use loops when programming.
5	To explain how technology can be a distraction and identify when I might need to limit the amount of time spent using technology.	5	To represent binary as text.	5	To design a functional tyre for the Mars rover using Tinkercad.	5	To create a video advert.	5	To create an audio advert for a future computer.	5	To understand the use of random numbers.
6		6		6		6	To evaluate a video advert.	6	To share audio advert and compare and evaluate with peers	6	
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KS3 Year 1

Lesson	Term 1	Lesson	Term 2	Lesson	Term 3	Lesson	Term 4	Lesson	Term 5	Lesson	Term 6
Class	**Getting Started**		**Introducing Spreadsheets**		**Computing: Past, Present and Future**		**Porgramming in Scratch**		**Computing Components**		**Programming in Python: Sequence**
1	ONLINE SAFETY / BASELINE ASSESSMENT - To Identify what pre-KS3 ICT knowledge the students have	1	LESSON 1 - Formulae, replication and referencing - Know the main elements of a spreadsheet - Be able to write formulae to add, subtract, multiply and divide using cell references - Be able to replicate data and extenernal data series - Understand the difference between relative and absolute cell references	1	LESSON 1 - The history of word processing - Develop an appreciation of the history of word processing - Familiarise themselves with word-processing software	1	LESSON 1 - Introduction to Scratch Environment and Sequencing - To define sequencing - To use sequencing in a program - To construct a working program to solve a problem	1	LESSON 1 - Computer Hardware - To identify the different components of a computer - To explain the purpose of each component of a computer	1	LESSON 1 - Computer Programs - To understand the widespread use of computer programming - To be able to write a program in Python that asks for an input from a user and produces a suitably formatted output - To understand what variables are and how to use them to store data - To understand the need for meaningful variable names.
2	LESSON 3 - The Internet and Digital Welbeing - Understand which online activities are acceptable to do at school and which are not - Know how to use the internet for research and how to assess the trustworthiness of information found online - Understand the basic principles of keeping safe and acting responsibly online - Understand what is meant by digital wellbeing and have considered their own relationship with digital technology	2	LESSON 2 - Functions using SUM, AVERAGE, MAX and MIN - Be able to write functions to calculate totals and averages using cell ranges - Be able to write functions to find the largest or smallest value in a range - Choose the appropriate function to complete a task	2	LESSON 2 - Designing a leaflet - Have taught themselves to use a range of word-processing tools - To understand the design cycle - To be able to create a well-designed leaflet using word-processing software	2	LESSON 2 - Sequencing - To decompose a complex problem - To use sequencing to solve problems with multiple elements - To construct efficient code by identifying patterns	2	LESSON 2 - Measuring Computer Performance - To order the different measures of storage and speed in computing - To justify their choice of computer hardware for a given scenario	2	LESSON 2 - Getting data from the user - To get input from a user and store it using a variable - To combine strings using concatenation to form complex output messages - To use escape characters to include punctuation and basic formatting in an output message.
3	LESSON 4 - Vector Graphics - Understand how a Vector graph is stored and created - Understand the main features of a Vector graphics - Know some Vector graphic file types - To be able to use the shapes to create Vector-style graphics	3	LESSON 3 - Boolean operators and IF and COUNT functions - To know the Boolean operators - To be able to write IF functions to return different values depending on a condition - To understand the difference between the COUNT and COUNTA functions - To be able to use COUNT and COUNTA functions appropriately	3	LESSON 3 - Moore's Law - To understand Moore's Law - To understand how computer technology has developed and changed over time - To be able to create a well-designed report using word-processing software	3	LESSON 3 - Using Variables - To know how to input and output data using Scratch - To be able to define the term 'variable' - To know how to use variables to temporarily store data in Scratch - To be able to apply concatenation to join strings and variables	3	LESSON 3 - Computer Peripherals - Identify computer peripherals - Identify different input and output devices - Explain how data can be input into, and captured by, a computer.	3	LESSON 3 - Data Types - Tounderstand the basic data types: strings, integers and real or floating point numbers - To be able to cast a variable with a data type - To be able to use the arithmetic operators add (+) and multiply (*) - To understand the concept of a constant.

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Lesson	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
4	LESSON 5 - Bitmap Graphics - Understand how a Bitmap Graphic is stored - Understand the main features of a Bitmap Graphic - Know some Bitmap Graphic file types - Be able to use image editing software to remove the background from an existing image"	LESSON 4 - Formatting, graphs and charts - To know about different types of formatting - To be able to apply formatting to individual cells - To be able to apply conditional formatting to a range of cells - To understand the differences between bar charts, pie charts and line graphs - To be able to create graphs and charts in spreadsheets based on data provided	LESSON 4 - The history of computing - To know about important figures in the development of computing - To have taught themselves to use a range of presentation software tools - To be able to create a well-designed presentation using presentation software	LESSON 4 - Selection - To define selection - To perform calculations using variables - To alter the pathway of a program using selection - To use 'if else' statements to check a single condition - To use nested 'if else' statements to check multiple conditions	LESSON 4 - Storage Devices/Media - To explain the difference between storage devices and storage media - To explain the difference between primary and secondary storage - To identify different types of storage devices/media justify the most appropriate storage device/storage medium for a given scenario.	LESSON 4 - Placeholders and Lists - To be able to use placeholders to format output - To be able to use placeholders to format input prompts understand the concept of a list as a container for a set of variables - To be able to populate a list with data.
5	LESSON 6 - Impossible Photographs - To be able to use image editing software to manipulate existing images and combine photographs to create new images	LESSON 5 - Modelling - To understand how spreadsheets can be used to mdoel situations - To be able to develop a spreadsheet so that different scenarios can be tested - To be able to use Goal Seek to answer what-if questions	LESSON 5 - Learning To Present - To understand how to deliver a good presentation - To have prepared and delivered a presentation about the history of computing - To have evaluated presentations delivered by classmates	LESSON 5 - Selection and Logical Operators - To conduct multiple condition chekcs with 'if else' statements - To use logical operators within 'if else' statements	LESSON 5 AND 6 - The Internet of Things - To identify the different IoT devices available - To explain how IoT devices can be used with sensors to create automation - To discuss the benefits and drawbacks of IoT devices.	LESSON 5 - Working with Lists - To get input from a user to select an item from a list output a list and the length of a list add an item to the end of a list add an item to a specific location in a list.
6		LESSON 6 - Theme Park Challenges - To be able to apply their knowledge of spreadsheets to a new situation, choosing and writing appropriate functions and formulae, and using modelling to determine the most appropriate figures	LESSON 6 - The future of computing - To know about the future of computing - To have demonstrated their word-processing and presentation skills	LESSON 6 - Iteration - To define iteration - To identify patterns in programming code - To use iteration to make programs shorter and easier to code		LESSON 6 - Working with Strings - To use index values to identify individual characters in a string slice a string - To join strings together using concatenation - To change the case of a string to upper or lower case - To calculate the length of a string.
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	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Class	Advanced Spreadsheets	Algorithms	Programming in Python: selection	Internet safety, cyber security and encryption	Binary and Computer Logic	Sound and Video Editing

KS3 Year 2

Lesson	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
1	LESSON 1 - Drop-down lists, VLOOKUP and sorting data - create and use drop-down lists to validate data entry - Write VLOOKUP functions to find data in a table and return related information - Sort data in a spreadsheet	LESSON 1 - Using computational thinking to solve problems - To understand the concepts of abstraction and decomposition - To be able to design algorithms to solve a range of computational problems - To be able to analyse the effectiveness of different approaches to solving problems	LESSON 1 - Computer Programs - To understand the widespread use of computer programming - To be able to write a program in Python that asks for an input from a user and produces a suitably formatted output - To understand what variables are and how to use them to store data - To understand the need for meaningful variable names	LESSON 1 - Digital Footprint - To know the names of different social media platforms and their typical audiences - To understand that employers and other people use social media to make decisions - To be able to describe potential impacts of making posts to social media platforms - To understand the dos and don'ts of using social media responsibly	LESSON 1 - Logic Gates - To know that digital devices rely on switches to make the decisions involved in data processing - To understand the operation of AND, OR and NOT logic gates - To be able to complete truth tables for logic gates - To understand the significance of 1s and 0s in data processing within digital systems	LESSON 1 - Introduction to sound editing and Audacity - To import tracks into a digital audio workstation - To plan a radio advert - To record using a microphone
2	LESSON 2 - Check Boxes - To be able to insert check boxes into a spreadsheet - To be able to write functions using the Boolean value returned from a check box - To have developed a spreadsheet for a specific purpose.	LESSON 2 - Pattern recognition - To combine the principles of abstraction, decomposition and algorithm design with pattern recognition to solve a range of problems - To understand the benefits of a modular approach to programming	LESSON 2 - Getting data from the user - To get input from a user and store it using a variable - To combine strings using concatenation to form complex output messages - To use escape characters to include punctuation and basic formatting in an output message	LESSON 2 - Passwords and Phishing - To understand the importance of choosing secure passwords - To be aware of the dangers of reusing passwords - To be aware of the dangers posed by publicly accessible information - To be able to spot phishing scams	LESSON 2 - Introducing Binary - To know what the binary system is - To understand how binary numbers relate to denary numbers - To know how to count in binary - To know how to convert binary numbers to denary numbers	LESSON 2 - Audio Effects - Understand the impact some audio effects have on sound - To apply fade in/fade out, envelope and reverb to sound files
3	LESSON 3 - Macros - To be able to record macros and assign them to a button on a spreadsheet - To know how to view the macro code - To have developed a macro to reset values in a spreadsheet.	LESSON 3 - Using flow diagrams to solve computational problems - To know how to read flow diagrams - To be able to design algorithms in the form of flow diagrams, using standard symbols.	LESSON 3 - Data Types - Understand the basic data types: strings, integers and real or floating point numbers - To be able to cast a variable with a data type - To be able to use the arithmetic operators add (+) and multiply (*) - To understand the concept of a constant	LESSON 3 - Malware - To know the names of different types of malware - To understand how different types of malware can be used to attack a computer system - To be aware of software designed to protect computer systems from malware - To be able to match the protective measure to the threat	LESSON 3 - Creating An App - To have consolidated their understanding of logic gates or binary - To have read and fully understood the design brief - To have a clear idea of what their app is and how to program it - To have made substantial progress coding their app	LESSON 3 - Planning a Video Advert - To plan a video advert
4	LESSON 4 - Logical operators and the REPT function - To write IF functions using AND and OR to check for a range of conditions - To be able to use the REPT function to repeat a series of characters in a cell - To choose the correct Boolean conditions to use when writing IF functions to check for several conditions	LESSON 4 - Cholera in Soho - To use decomposition and abstraction to gain an understanding of a real world problem - To apply pattern recognition to identify the cause of a real-world problem and understand how it can be solved - To analyse different approaches to solving problems.	LESSON 4 - Placeholders and Lists - To be able to use placeholders to format output - To be able to use placeholders to format input prompts - To understand the concept of a list as a container for a set of variables - To be able to populate a list with data	LESSON 4 - Encryption - To know what the term 'encryption' means - To understand why encryption is used - To be able to encrypt and decrypt messages using several different encryption methods	LESSON 4 - Testing and Reviewing an App - To finish coding their application - To review at least one other student's app - To evaluate their own app in light of review feedback	LESSON 4 - Creating a Soundtrack for a Video Advert - To apply audio editing skills to develop a soundtrack for a video advert - To apply audio effects appropriately to enhance a soundtrack for a video advert
5	LESSON 5 - Quiz Part 1 - To write a series of questions, answers and feedback for a quiz - To begin to develop a self-marking spreadsheet for their quiz	LESSONS 5 AND 6 - Malaria in Kitanga - To apply the concepts of decomposition, abstraction, pattern recognition and algorithm design to a real-world problem - To collect and analyse data to identify the cause of a real-world problem and suggest a solution analyse different approaches to solving problems	LESSON 5 - Working with lists - To get input from a user to select an item from a list - To output a list and the length of a list - To add an item to the end of a list add an item to a specific location in a list	LESSON 5 - Automating Encryption - To understand that encryption algorithms can be automated - To be able to use spreadsheet functions to automate the Atbash Cipher - To be able to use spreadsheet functions to automate the Caesar Cipher - To understand that a programmed encryption algorithm is more efficient	LESSON 5 - Representing Text - To understand how the ASCII system has standardised the way characters are represented - To be able to convert ASCII text into binary strings and vice versa	LESSON 5 - Introduction to video editing and OpenShot - To combine images and sound using OpenShot - To arrange and edit assets to create a video advert
6	LESSON 6 - Quiz Part 2 - To write a series of questions, answers and feedback for a quiz - To finish developing a self-marking spreadsheet for their quiz	LESSONS 5 AND 6 - Malaria in Kitanga - To apply the concepts of decomposition, abstraction, pattern recognition and algorithm design to a real-world problem - To collect and analyse data to identify the cause of a real-world problem and suggest a solution analyse different approaches to solving problems	LESSON 6 - Working with Strings - To use index values to identify individual characters in a string - To slice a string - To join strings together using concatenation change the case of a string to upper or lower case calculate the length of a string	LESSON 6 - Keeping Yourself Safe Online - To have recalled prior learning about internet safety, cyber security and encryption - To be familiar with key vocabulary relating to Internet safety, cyber security and encryption - To understand key things they need to do to keep themselves safe online		LESSON 6 - Visual effects - To use visual effects to enhance a video advert - To apply transitions between video clips
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	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Class	Designing Websites	Networking and the Internet	Programming in Python: iteration	The Ethics of Computing	Project (End of KS3 Assessment)	Project (End of KS3 Assessment)

KS3 Year 3

Enter focus of the week for week 5 here

Lesson	Term 1	Lesson	Term 2	Lesson	Term 3	Lesson	Term 4	Lesson	Term 5	Lesson	Term 6
1	LESSON 1 - Basic Styling Using CSS - To edit an external style sheet to control the styling of an HTML document - To write and uses classes to control the styling of individual HTML elements	1	LESSON 1 - IP addressing and Switches - To know the format for an IP address - To understand the role of an IP address - To be able to identify whether an IP address is public or private understand the role of a switch	1	LESSON 1 - Repeating Instructions - To understand how to use iteration to create a repeated sequence of instructions - To be able to write a program in Python that uses a for loop to repeat a section of code - To understand the structure of a for loop in Python	1	LESSON 1 - Sourcing content responsibly - To understand the importance of crediting content creators - To know how to find out who originally created material posted online - To have a better understanding of how to use the internet responsibly	1	PROJECT 1 Demonstrate: - their ability to write a program in Python - their understanding of testing - the importance of versioning.	1	PROJECT 2 Demonstrate: - their ability to use spreadsheet functions to build a finance system for a business - the iterative approach to development - the importance of versioning
2	LESSON 2 - Images and Lists - To embed an image into an HTML document - To float elements and add margins to control the layout of a web page - To write ordered and unordered lists	2	LESSON 2 - Domain Names and DNS - To know the format of a domain name - To understand the role of domain names - To know that a website's IP address is key to accessing web pages - To know that DNS stands for Domain Name System - To understand how DNS is used to find the IP address of a website.	2	LESSON 2 - User-defined for Loops - To understand how user input can be used to determine the range of a for loop - To be able to use for loops with concatenation - To be able to write a program in Python that uses a for loop with user-defined variables.	2	LESSON 2 - Using technology responsibly - To have explored the difference between illegality and immorality - To have considered some of the ways technology might be used immorally - To understand that technology is not immoral, but the way people use it can be - To understand how to protect themselves from people who want to use technology immorally	2	PROJECT 1 Demonstrate: - their ability to write a program in Python - their understanding of testing - the importance of versioning.	2	PROJECT 2 Demonstrate: - their ability to use spreadsheet functions to build a finance system for a business - the iterative approach to development - the importance of versioning
3	LESSON 3 - Hyperlinks and Navigation - To create a hyperlink to an external web page - To link pages of a website together - To use an image as a clickable hyperlink - To create and style a navigation bar	3	LESSON 3 - Packets and Packet Switching - To know that data is split into packets - To understand the pros and cons of splitting data into packets - To know what packet switching is - To understand why packet switching is important.	3	LESSON 3 - For Loops and Strings - To understand how to use for loops to manipulate strings - To be able to design and write programs in Python to manipulate strings using for loops.	3	LESSON 3 - Technology and the environment - To know that e-waste has a negative impact on the environment - To know that mining the minerals used in mobile phones fuels conflict - To know that using digital devices uses a considerable amount of energy, contributing to climate change - To have researched one negative environmental impact of technology in depth - To be able to describe the benefits and drawbacks of one environmental impact and how the drawbacks might be minimised.	3	PROJECT 1 Demonstrate: - their ability to write a program in Python - their understanding of testing - the importance of versioning.	3	PROJECT 2 Demonstrate: - their ability to use spreadsheet functions to build a finance system for a business - the iterative approach to development - the importance of versioning
4	LESSON 4 - Layout elements and web page design - To set up an HTML web page correctly - To use sematic elements to define different parts of a web page - To adjust the styling to control the layout and appearance of a web page.	4	LESSON 4 - The Internet - To understand that the internet is a global collection of computer networks - To be able to describe a range of online services - To understand what is meant by cloud computing - To be able to describe the advantages and disadvantages of cloud computing	4	LESSON 4 - For Loops and Lists - To understand how to use lists with for loops - To be able to design and write programs in Python that use for loops to work with lists	4	LESSON 4 - Technology and the Law - To understand the main laws that govern data protection in the UK - To apply their understanding of the GDPR and the Data Protection Act 2018 to a case study	4	PROJECT 1 Demonstrate: - their ability to write a program in Python - their understanding of testing - the importance of versioning	4	PROJECT 3 Demonstrate their ability to: - plan a solution to meet a brief - use graphics, audio- and video-editing software - review and refine their work
5	LESSON 5 - Web Design (Part 1) - To plan the content of a website - To create a site plan for a website - To design the web page layout for a website. - To define the styling for a website in a style sheet.	5	LESSON 5 - Connecting to the Internet - To know about different ways to connect to a network - To understand the advantages and disadvantages of wired vs wireless connections - To know about different methods of connecting wirelessly to the internet - To understand the security risks of connecting to public and private Wi-Fi - To be able to make informed decisions about how best to connect to the internet in different scenarios	5	LESSON 5 - Searching using For Loops - To understand how to use for loops to search for values in a list - To be able to design and write programs in Python that can search for values in a list - To be able to nest selection within a for loop	5	LESSON 5 - Moral dilemma (part 1) - To have considered the Trolley Problem - To understand that driverless cars create moral dilemmas - To have considered the two moral dilemmas created by driverless cars	5	PROJECT 1 Demonstrate: - their ability to write a program in Python - their understanding of testing - the importance of versioning	5	PROJECT 3 Demonstrate their ability to: - plan a solution to meet a brief - use graphics, audio- and video-editing software - review and refine their work
6	LESSON 5 - Web Design (Part 2) - To finish developing their own website about their hobbies or interest .	6	LESSON 6 - A Community Guide to the Internet - To demonstrate what they have learnt about networking and the internet over the course of the module - To identify strengths and areas for improvement in their understanding	6	LESSON 6 - While Loops - To understand the use of while loops to repeat a section of code while a condition is met - To be able to design and write programs in Python that use while loops - To be able to nest selection within a while loop	6	LESSON 5 - Moral dilemma (part 2) - To understand how algorithms are used to program driverless cars to make moral decisions - To have designed algorithms to program a driverless car to make moral decisions - To be able to justify their algorithms	6		6	PROJECT 3 Demonstrate their ability to: - plan a solution to meet a brief - use graphics, audio- and video-editing software - review and refine their work
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Class	Lesson	Term 1	Lesson	Term 2	Lesson	Term 3	Lesson	Term 4	Lesson	Term 5	Lesson	Term 6
		Unit 1: Esports Games, Teams and Tournaments		**Unit 1: Esports Games, Teams and Tournaments**		**Unit 1: Esports Games, Teams and Tournaments**		**Unit 2: Establishing an ESports Organisation**		**Unit 2: Establishing an ESports Organisation**		**Unit 2: Establishing an ESports Organisation**
	1	- Investigate different genres of Esports Games - Research Genres of Esports Games	1	Introduction To Unit - Discuss: Definition and Classification, Similarities and Differences between Esports and Traditional Sports, Benefits of Playing Esports, Misconceptions or Preconceptions around Esports and The Importance of Balance, Moderation and Maintaing a Healthy Lifestyle	1	- Explore different professional ESports Teams - Features of successful, high performing teams - Explore different professional ESports UK Teams - - Explore different professional ESports Global Teams	1	Introduction To Unit - Discuss successful and recognisable global sporting organisations and their brands - Discuss what a brand is and how it can be promoted to an audience - Discuss what it takes for a global sporting organisation to be successful and how the brand helps promote the image of the organisations	1	Activity: Creating a brand for your organisation - To understand what a brand is, what defines it and what it represents in the larger scale of an organisation - Use web-based reseaerch to inform research - Visit organisations and talk about their brand and how it was started - To take part in discussions and case studies to develop and create own brand	1	Activity: Developing A Logo and Designing Merchandise - To work in groups to start constructing their plans for their designs - To use web-based information to research different logos and merchandise - To develop new ideas for logo and merchandise, using some of the creativity techniques listed
	2	- Investigate different genres of Esports Games - Research Genres of Esports Games	2	Activity: Genres and Games - Research, discuss and play different genres of Esports Games, highlighting the similarities and differences between the different types of games. - Research the success and popularity of different genres of games, including use of appropriate data and statistics	2	Activity: Tournaments and Leagues - Use web-based information to research different Tournaments and Leagues - Visit a Live Tournament or Event where tournaments are happening	2	Introduction To Unit - Discuss successful and recognisable global sporting organisations and their brands - Discuss what a brand is and how it can be promoted to an audience - Discuss what it takes for a global sporting organisation to be successful and how the brand helps promote the image of the organisations	2	Activity: Creating a brand for your organisation - To understand what a brand is, what defines it and what it represents in the larger scale of an organisation - Use web-based reseaerch to inform research - Visit organisations and talk about their brand and how it was started - To take part in discussions and case studies to develop and create own brand	2	Activity: Developing A Logo and Designing Merchandise - To work in groups to start constructing their plans for their designs - To use web-based information to research different logos and merchandise - To develop new ideas for logo and merchandise, using some of the creativity techniques listed

Btec Level 2 Award in Esports

Lesson	Term 1	Lesson	Term 2	Lesson	Term 3	Lesson	Term 4	Lesson	Term 5	Lesson	Term 6
3	- Investigate different genres of Esports Games - Research Individual Esports Games	3	Activity: Genres and Games - Research, discuss and play different genres of Esports Games, highlighting the similarities and differences between the different types of games. - Research the success and popularity of different genres of games, including use of appropriate data and statistics	3	- Examine ESports Tournaments and Leagues - Local Area Network (LAN) and Online Tournaments - Examine ESports Tournaments and Leagues - Live Tournaments and Leagues	3	Introduction To Unit - Discuss successful and recognisable global sporting organisations and their brands - Discuss what a brand is and how it can be promoted to an audience - Discuss what it takes for a global sporting organisation to be successful and how the brand helps promote the image of the organisations	3	Activity: Creating a brand for your organisation - To understand what a brand is, what defines it and what it represents in the larger scale of an organisation - Use web-based reseaerch to inform research - Visit organisations and talk about their brand and how it was started - To take part in discussions and case studies to develop and create own brand	3	Activity: Developing A Logo and Designing Merchandise - To work in groups to start constructing their plans for their designs - To use web-based information to research different logos and merchandise - To develop new ideas for logo and merchandise, using some of the creativity techniques listed
4	- Investigate different genres of Esports Games - Research Individual Esports Games	4	- To Plan an article on the different genres of ESports Games	4	- Plan a report on Professional ESports Teams with case studies on the success of UK and global esports teams in live tournaments and leagues	4	Activity: Global sporting organisations and factors of successful global sporting organisations - Discuss the importance of organisations and what makes a successful organisation - Investigate how an organisation runs and what makes successful global sporting organisations	4	Activity: Creating a brand for your organisation - To understand what a brand is, what defines it and what it represents in the larger scale of an organisation - Use web-based reseaerch to inform research - Visit organisations and talk about their brand and how it was started - To take part in discussions and case studies to develop and create own brand	4	Activity: How to promote the brand - To carry out research into what a brand is - To develop a template - To develop their brand promotion - To analyse their logo and merchandise and use it to best promote their brand - To develop self-reflection skills
5	- Investigate different genres of Esports Games - Research Characteristics of The Player	5	- To write an article on the different genres of ESports Games	5	- Write a report on Professional ESports Teams with case studies on the success of UK and global esports teams	5	Activity: Global sporting organisations and factors of successful global sporting organisations - Discuss the importance of organisations and what makes a successful organisation - Investigate how an organisation runs and what makes successful global sporting organisations	5	Activity: Creating a brand for your organisation - To understand what a brand is, what defines it and what it represents in the larger scale of an organisation - Use web-based reseaerch to inform research - Visit organisations and talk about their brand and how it was started - To take part in discussions and case studies to develop and create own brand	5	Activity: How to promote the brand - To carry out research into what a brand is - To develop a template - To develop their brand promotion - To analyse their logo and merchandise and use it to best promote their brand - To develop self-reflection skills
6	- Investigate different genres of Esports Games - Research Characteristics of The Player	6	- To write an article on the different genres of ESports Games	6	- Write a report on Professional ESports Teams with case studies on the success of UK and global esports teams	6	Activity: Global sporting organisations and factors of successful global sporting organisations - Discuss the importance of organisations and what makes a successful organisation - Investigate how an organisation runs and what makes successful global sporting organisations	6		6	Activity: How to promote the brand - To carry out research into what a brand is - To develop a template - To develop their brand promotion - To analyse their logo and merchandise and use it to best promote their brand - To develop self-reflection skills
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Btec Level 3 Extended Certificate in Esports

Class	Lesson	Term 1	Lesson	Term 2	Lesson	Term 3	Lesson	Term 4	Lesson	Term 5	Lesson	Term 6
		Unit 1: Introduction to Esports		Unit 1: Introduction to Esports		Unit 2: Esports Skills, Strategies and Analysis - A		Unit 2: Esports Skills, Strategies and Analysis - B		Unit 2: Esports Skills, Strategies and Analysis - C		Unit 2: Esports Skills, Strategies and Analysis - D
	1	Introduction To Unit - Discuss: Structre, Organisation and Classification of Esports and Traditional Sports both in the UK and Globally.	1	- Examine Genres of Esports Games	1	Introduction To Unit A - Understand strategies and training requirements associated with in-game skills.	1	Introduction To Unit B - Explore best practices, skills, techniques and tactics of high performing teams	1	Introduction To Unit C - Explore different methods of analysis for selected genres of games	1	Introduction To Unit D - Carry out performance analysis in a game to recommend improvements for an individual or team
	2	- Understand the organisation and structure of esports in the UK and traditional sports in the UK	2	- To plan a report evaluating the organisation and structure of ESports and traditional sport in the UK	2	- A1: Understand Skills, tactics and training required in different genres of games	2	- B1: Explore characteristics of high performing teams	2	- C1: Explore different strategies used in ESports	2	- D1: Carry out planning for individual performance, including success criteria
	3	- Understand the Organisation and classification of ESports in different countries	3	- To write a report evaluating the organisation and structure of ESports and traditional sport in the UK	3	- A1: Understand Skills, tactics and training required in different genres of games	3	- B2: Explore best practice in high performing teams	3	- C1: Explore different strategies used in ESports	3	- D2: Carry out planning for team performance, including success criteria
	4	- Understand global organisations and bodies involved in ESports	4	- to explore career pathways and associated routes in ESports	4	- A2: Understand in-game skills and strategies	4	- B3: Explore the creation of an ESports Team	4	- C2: Explore different methods of analysis for different genres of games	4	- D3: Carry out analysing individual and team performance
	5	Introduction To Unit B - Examine genres of ESports games titles played by professional and grassroots ESports Teams and Tournaments.	5	To explore job roles, career pathways and progression routes in Esports	5	- A2: Understand in-game skills and strategies	5	- To plan a report evaluating how in-game skills and strategies are used in different game genres, including a case study of a high performing team	5	- C2: Explore different methods of analysis for different genres of games	5	- To plan a report on the performance of a specific team, outlining the methods used for analysis and progress against targets for performance.
	6	- Examine Esports Teams and Tournaments	6	To explore development planning for a career in ESports	6	- To plan a report evaluating in game skills	6	- To write a report evaluating how in-game skills and strategies are used in different game genres, including a case study of a high performing team	6	- To plan a report exploring different strategies and methods for different genres of games	6	- To write a report on the performance of a specific team, outlining the methods used for analysis and progress against targets for performance.
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