## MAGHULL HIGH SCHOOL – CURRICULUM MAP



HALF TERM 1.2 Nov - Dec	Learning Aim: C Operating online		Learning Aim: D Protecting data and information		Learning Aim: E Impact of IT systems			Learning Aim: F Issues
TOPIC (S)	C1 Online systems	C2 Online communities	D1 Threats to data, information and systems	D2 Protecting data	E1 Online services	E2 Impact on organisations	E3 Using and manipulating data	F1 Moral, Legal and ethical issues
Knowledge & Skills development	The features, impact and implications of the use of online IT systems to store data and perform tasks.	The features of online communities and the implications of their widespread use for organisations and individuals	The implications of accidental and malicious threats to the security and integrity of data, held in, and used by, IT systems	The features, uses and implications of systems and procedures used to protect the data of individuals and organisations	How the features of online services are used to meet the needs of individuals and organisations	The features and implications of IT systems used by organisations	The uses, processes and implications for individuals and organisations of accessing and using data and information in digital form	The concepts, impacts and implications of issues resulting from the use of IT systems
Assessment / Feedback Opportunities	Classroom activity - Class Discussion - Questioning pupils — verbal feedback — exam questions — end of section tests							
Cultural Capital	<ul> <li>Variations of technology</li> <li>Project life cycles</li> <li>Global Technology and Society</li> </ul>							
SMSC / Promoting British Values (Democracy, Liberty, Rule of Law, Tolerance & Respect)	<ul> <li>Listening to others</li> <li>Responding suitable in discussions</li> <li>Taking part in group activates</li> </ul>							
Reading opportunities	Ghost In The Wires Social Engineering Hacking: The Art of Exploitation The Science of Secrecy from Ancient Egypt to Quantum Cryptography							
Key Vocabulary	multifunctional devices - personal computers - mobile devices - servers - entertainment systems - digital cameras - navigation systems - data capture and collection systems - communication devices - input devices - output devices - storage devices - real-time operating system - single-user single task - single-user multi-tasking - multi-user - networking - security - memory management - multi-tasking - device drivers - personal area network (PAN) - local area network (LAN) - wide area network (WAN) - virtual private network (VPN) - user experience – ease of use – performance – availability – accessibility - user needs - specifications – connectivity - efficiency - compatibility – implementation – timescales -							

	testing – downtime – productivity - security - protocols - data transmission – email - voice and video calls over the internet - secure payment systems – bandwidth – latency – compression – lossy – lossless - codecs			
Digital Literacy	Use of technology			
	Digital research methods			
	Use of range of software			
Careers	IT manager – Network manager – System analysist – Cyber security – White hat hacking – System testing – Software engineer			