HALF TERM 2.2 Feb - Apr	Week 22 - 23	Week 24 – 25	Week 26 - 27
TOPIC (S)	Project	Project	Project
Knowledge & Skills development	Students will independently work on their project – Development stage	Students will independently work on their project – Testing stage	Students will independently work on their project – Evaluation stage
Assessment / Feedback Opportunities	Questioning pupils – verbal feedback	Questioning pupils – verbal feedback	Questioning pupils – verbal feedback
Cultural Capital	Problem solving Impact of technology on the world		
SMSC / Promoting British Values (Democracy, Liberty, Rule of Law, Tolerance & Respect)	• Listening to others • Responding suitable in discussions • Taking part in group activates		
Reading opportunities	Instructional Reading Key word Identification Structure and Interpretation of Computer Programs Design Patterns: Elements of Reusable Object-Oriented Software		
Key Vocabulary	Sequence, Iteration, Branching / Selection, Recursion, Global variable, Local variable, Modularity, Functions, Procedures, Parameters, Parameter passing, Parameter passing by value, Parameter passing by reference, IDE, Debugging		
Digital Literacy	Use of technology Understanding of how technology works		
Careers	Software Engineer – Cyber Security – Multimedia programmer – Systems analyst – Games developer		