Priory Woods School & Arts College

Lower School ICT Curriculum Overview 2022

Priory Wood's curriculum model is currently comprised of three broad pathways; formal, semi-formal and informal. Students are identified to a curriculum pathway based on need, however we see the distinctions between each pathway as being flexible allowing for movement between the models for some pupils. Our ICT Curriculum is delivered both in stand-alone lessons within the ICT suite and as part of the curriculum being delivered in individual classrooms.

- Develop positive responses to a broad range of ICT generated activities and experiences in a wide variety of settings including the multisensory environment.

- Develop skills to enable independent access to ICT and associated assistive technology relative to individual ability.

- Become fully involved in physical and practical activities using tools such as assistive technology, which enable access to the wider curriculum and provides opportunities to extend influence and control over aspects of their immediate environment.

- Develop capability to use ICT equipment with increasing independence.

- Use ICT to experience, access and apply a wide range of ideas and information in a variety of different contexts.

- Use ICT to develop skills across the curriculum with increased confidence, understanding and independence.

- Present work across the curriculum employing a variety of different media to a very high standard.

- In Key Stage 4 and Post 16 students will work towards nationally recognised qualifications ASDAN and AQA and Functional Skills Entry Level Qualification.

Informal	Semi-Formal	Formal
KS1	**KS1**	**KS1**
Focus Early stages of cause and effect during this time the focus will be on the pupil interacting with their environment and technology. (See also switch / touch screen progression road map.) ***Suggested Activities:*** Cause and Effect Computer Software using both touch screen and switch. IPads using cause and effect programs. Eye Gaze using cause and effect software. Switch activated toys and equipment.	*Focus* Early stages of touch screen / mouse skills during this time pupils will focus on selecting large on screen objects and moving them around the screen. (see also touch screen / mouse progression road map) ***Suggested Activities:*** Cause and effect computer software using both the touch screen and mouse. IPads using cause and effect programs which encourages the pupil to select on screen objects. Eye Gaze software which encourages the pupil to select on screen objects. Remote controlled toys.	*Focus* Early stages of touch screen and mouse skills, during this time pupils will focus on selecting on screen objects accurately and moving objects around a screen to a given position accurately. Pupils will also be able to open a favourite program / software with minimal support. During this stage the pupils will gain an understanding of single and double click using touch screen / mouse. Pupils will be introduced to control technology and use remote controlled toys and floor robots. If applicable E-safety using technology safely. (see also touch screen / mouse progression road map) ***Suggested Activities*** Cause and effect computer software that encourages the pupil to select on screen objects. Switch It Jigsaw and Mouse skills program.

		IPad using apps that encourage the pupil to select on screen objects accurately and start to open favourite apps independently. Remote controlled toys and BeeBots.

Informal	Semi-formal	Formal
KS2	**KS2**	**KS2**
Focus / Activities Pupils continue to develop their understanding of cause and effect. They will continue to follow the switch / touch screen progression road map. Pupils will develop their switch / touch screen skills using cause and effect software and switch activated toys and equipment. Pupils will develop their eye gaze skills using cause and effect software with focus on them selecting on screen objects. Pupils will use IPads to develop their cause and effect skills and develop their ability to select on screen objects.	**Focus** E-Safety – pupils will learn how to stay safe using Internet and what to do if they are unsure and upset by something on it. They will learn how to behave appropriately whilst using technology. Pupils to continue to develop their mouse / touch screen skills. They will continue to follow the touch screen / mouse skills progression road map. Pupils to open familiar programs with some support. Pupils to be introduced to early keyboard skills and can recognise some the letters of their names. Pupils to be introduced to remote controlled toys and BeeBots to develop early programming and control skills. **Suggested Activities:** Use cause and effect computer software using both the touch screen and mouse. Use Jigsaw and Mouse Skills programs to develop touch screen and mouse skills.	**Focus** E-Safety – pupils will learn how to stay safe using Internet and what to do if they are unsure and upset by something on it. They will learn how to behave appropriately whilst using technology. Pupils to continue to develop their touch screen / mouse skills and will focus on using the mouse to select and move on screen objects. They will also develop their ability to open familiar programs independently. They will continue to follow the touch screen / mouse skills progression road map. Pupils to be introduced to early keyboard skills and can recognise the letters of their name and start to type it independently. Pupils will start to log onto school network using a prompt card (if required) Pupils will print work with support. Pupils will use BeeBots to develop early programming and control skills. They will be able to input a short series of instructions into BeeBot independently. **Suggested Activities:** Take part in termly E-Safety session focusing on correct and safe use of Internet and reporting upsetting content.

	Pupils to use Big Keys keyboard and keyboard software to select the letters of their name. IPads using cause and effect programs which encourages the pupil to select on screen objects. Use Eye Gaze software which encourages the pupil to select on screen objects. Use remote controlled toys and BeeBots with support and move them as directed.	Continue to open and use familiar programs to develop their mouse / touch screen skills. Pupils to be introduced to early keyboard skills and can recognise the letters of their name and start to type it independently. Pupils to start to open programs as directed independently. Pupils to use IPads to select and open apps as directed. Pupils to use Eye Gaze to open programs as directed.