## 2023/24 ANNUAL TEACHING PLANS: INFORMATION TECHNOLOGY: GRADE 10 (TERM 1)



TERM 1	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8	WEEK 9	WEEK 10
CAPS TOPIC	Basic concepts of computing (2 hours)	Basic concepts of computing (4 hours)	Data representation and storage (4 hours)	Algorithms (4 hours)	Algorithms (4 hours)	Data representation (2 hours) Solution development (2 hours)	Solution development (4 hours)	Solution development (4 hours)	Social implications (2 hours) Solution development (2 hours)	Solution development (2 hours)
CONCEPTS, SKILLS AND VALUES	Explain what a computer is + logging in     Basic usage     Basic risks + impact     Folder creation	- What are digital technologies? - Define information technology - Overview of a general model of a computer - Overview and concepts of the main components of a computer system: - Overview of types of computers (purpose and uses) - Overview of data and information - What is an ICT system?	Overview and link between data, information, and knowledge     Overview of number systems     Conversion between number systems	Basic concepts of an algorithm     Basic IPO table & flow charts	Examples of algorithms that need to be developed     Produce an algorithm to solve a problem     Trace an algorithm to determine the outcome – trace table     Compare algorithms in terms of sequence, precision and efficiency	Overview of digital character representation (ASCII, Unicode)     Overview of data types and their storage     Overview of data structures and collections of data storage  Introduction to the console programming, basic terms, and development environment	Introduction to output, input, variables, operators	Introduction to retrieving remainders, comparison operators and performing logical comparisons, functions, basic calculations, basic conditional constructs	- Software licence agreements, piracy, copyright, copyleft - Digital divide - Basic string concatenation - Economic reasons using computers - Social, ethical, and legal issues pertaining to ICTs?  Introduction to the programming tool – IDE, GUI, basic terms and development environment	- Introduction to components (input, output) - Casting - Formatting of output (fixed, currency) - Event handling (click)
DATE COMPLETED [COMPLETED BY TEACHER]										
TERM COVERAGE %	7.5%	22.5%	32.5%	42.5%	52.5%	62.5%	72.5%	82.5%	92.5%	100%
YEAR COVERAGE: 40%	2.1%	6.3%	9.1%	11.9%	14.7%	17.5%	20.3%	23,1%	25.9%	28%
PRE- KNOWLEDGE	None									
INFORMAL ASSESS, REMEDIATION	1 informal assessment task	2 informal assessment tasks	2 informal assessment tasks	2 informal assessment tasks	2 informal assessment tasks	2 informal assessment tasks	1 informal assessment task	2 informal assessment tasks	2 informal assessment tasks	1 informal assessment task
SBA (FORMAL ASSESSMENT)							Task 1: THEORY TEST: Min. 45 marks (1hr)			

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## 2023/24 ANNUAL TEACHING PLANS: INFORMATION TECHNOLOGY: GRADE 10 (TERM 2)

TERM 2	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8	WEEK 9	WEEK 10-11	WEEK 10-11
CAPS TOPIC	Systems technologies (2 hours)	Software engineering principles (2 hours) Solution development (2 hours)	Solution development (2 hours)	Solution development (4 hours)	Systems technologies (4 hours)	Solution development (4 hours)	Solution development (4 hours)	Communication technologies (4 hours)	Social implications (4 hours)	Software engineering principles (4 hours)	Software engineering principles (4 hours)
CONCEPTS, SKILLS, AND VALUES	- Extend hardware concepts (input, output, storage, input + output, system unit, ports and connectors and categorising - Differentiate primary memory vs secondary memory - Compare input, processing, output, storage devices of a desktop computer with a small mobile device	- What is problem solving? - Problem solving steps - Comparison operators and performing logical comparisons: conditional constructs (if and if-then-else)	Nested if's (three levels in the nesting)	CASE statement Extend the use of variables, relational operators (and or not, IN)	- Describe system software - Extend system software concepts - Utility programs - Device drivers	String comparisons (basics)	- Basic validation techniques (input and processing - Events – form create activate - Debugging techniques - Debugging using trace tables	<ul> <li>Describe a network</li> <li>Reasons for using networks</li> <li>Advantages and disadvantages of networks</li> <li>List the essential basic network components: nodes, NIC, communication media, switch, router, NOS</li> <li>Overview of different communication media</li> <li>PAN, HAN, LAN, WLAN, WLAN, WAN</li> <li>Internet as a WAN</li> <li>Differentiate between client-server and peer-to-peer networks</li> <li>Describe electronic communication</li> <li>Overview of applications, tools to facilitate e-communication – purpose and uses</li> <li>E-mail as a form of e-communication</li> </ul>	- Ergonomics, green computing issues, health issues - E- communication in terms of accuracy, time, distance, communication costs, speed - How to use e-mail (best practices) What is problem solving? Problem solving steps	Apply problem solving techniques	<ul> <li>Apply problem solving techniques</li> <li>Use appropriate tools and techniques used in software analysis</li> </ul>
DATE COMPLETED [COMPLETED BY TEACHER]											
TERM COVERAGE %	5%	17.5%	22.5%	32.5%	42.5%	52.5%	62.5%	72.5%	82.5%	92.5%	100%
YEAR COVERAGE: 72%	29.4%	32.9%	34.3%	37.1%	39.9%	42.7%	45.5%	48.3%	51.1%	53.9%	56%
PRE- KNOWLEDGE	Gr 10 Term 1 theory and programming skills and knowledge										
INFORMAL ASSESS, REMEDIATION	2 informal assessment tasks	2 informal assessment tasks	2 informal assessment tasks	2 informal assessment tasks	2 informal assessment tasks	1 informal assessment task	2 informal assessment tasks	2 informal assessment tasks	1 informal assessment task	1 informal assessment task	1 informal assessment task
SBA (FORMAL ASSESSMENT						Task 2: PRACTICAL TEST: Min. 45 marks (1hr)					Task 3: Mid-year examination

## 2023/24 ANNUAL TEACHING PLANS: INFORMATION TECHNOLOGY: GRADE 10 (TERM 3)

TERM 3	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8	WEEK 9-11	WEEK 9-11	WEEK 9-11
CAPS TOPIC	Internet technologies (2 hours)	Internet technologies (1 hour) Solution development (3 hours)	Solution development (4 hours)	Solution development (4 hours)	Computer management (2 hours) PAT (2 hours)	Solution development (4 hours)	Solution development (2 hours) PAT (2 hours)	Solution development (2 hours) PAT (2 hours)	Social implications (2 hours) PAT (2 hours)	Solution development (2 hours) PAT (2 hours)	Application development (2 hours) PAT (2 hours)
CONCEPTS, SKILLS AND VALUES	- Overview of the internet - What is needed to connect to the internet - Overview of the world wide web (www)	Browsing and searching Iteration – Loops: For-loop – structure	Iteration – loops:  - For-loop – structure - While-loop – structure	Iteration – loops:  - While-loop – structure  - Repeat until – structure	- Describe computer management - Overview and purpose of various management tasks and operating system utilities - General housekeeping tasks PAT: Task description and analysis of requirements	String handling from first principles	- Apply string methods to string handling - Implement algorithms to solve computing problems PAT: Task definition and user story	Develop simple applications incorporating     Concepts covered     Make use of a timer object for simple animations     PAT: Acceptance tests	- Fake news - E-mail threats and issues - Safe email and internet use - Responsible communication styles and netiquette - Online threats - POPIA PAT: Navigation, flow between screens	Develop simple applications incorporating concepts covered PAT: Design a screen	Develop simple applications incorporating concepts covered PAT: IPO, data and validation
DATE COMPLETED [COMPLETED BY TEACHER]											
TERM COVERAGE %	10%	20%	30%	37.5%	47.5%	57.5%	67.5%	77.5%	87.5%	97.5%	100%
YEAR COVERAGE: 72%	58.8%	61.6%	64.4%	66.5%	69.3%	72.1%	74.9%	77.7%	80.5%	83.3%	84%
PRE- KNOWLEDGE	Grade 10 Term 1 and Term 2 theory and programming skills and knowledge										
INFORMAL ASSESS, REMEDIATION	2 informal assessment tasks	2 informal assessment tasks			2 informal assessment tasks	1 informal assessment tasks	2 informal assessment tasks	2 informal assessment tasks	2 informal assessment tasks	PAT	PAT
SBA (FORMAL ASSESSMENT					PAT: Start Task 0	Task 4: THEORY TEST Min 45 marks (1hr)	PAT: Task 1	PAT: Task 2	Task 5: Practical test Min 45 marks (1hr) PAT: Task 3	PAT: Task 4	PAT: Task 5

## 2023/24 ANNUAL TEACHING PLANS: INFORMATION TECHNOLOGY: GRADE 10 (TERM 4)

TERM 4	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7-10				
CAPS TOPIC	Internet technologies (1 hours) PAT (3 hours)	Solution development (2 hours) PAT (2 hours)	Application development (2 hours) PAT (2 hours)	Application development (2 hours) PAT (2 hours)	Solution development (1 hours) PAT (3 hour)	Solution development (4 hours)	Assessment (2 x 2 ½ hours)				
CONCEPTS, SKILLS AND	What are Internet services Develop simple application technologies?		Develop simple applications	Consolidate and reinforce content, concepts, and skills	Consolidate and reinforce content, concepts, and skills	Consolidate and reinforce content, concepts, and skills					
VALUES	PAT: Create screen 1 PAT: Develop the code PAT Input & output using text file (for PAT only)		PAT: Testing and data validation	PAT: Documentation	PAT: Hand in						
DATE COMPLETED [COMPLETED BY TEACHER]											
TERM COVERAGE %	16.7%	33.4%	50.1%	66.8% 83		100%					
YEAR COVERAGE %	86.7%	89.5%	92.3%	95.1%	97.9%	100%					
PRE- KNOWLEDGE	Grade 10 Term 1-3 theory and progr	amming skills and knowledge									
INFORMAL ASSESS, REMEDIATION	1 informal assessment task	1 informal assessment task	1 informal assessment task	1 Informal assessment task	1 Informal assessment task	1 Informal assessment task					
SBA (FORMAL ASSESSMENT	PAT: Task 6 & 7 PAT: Task 8		PAT: Task 9 PAT: Task 10		PAT: Hand in		TASK 6: FINAL EXAMINATION Theory examination & practical				
TEACHING TIME PER WEEK	4 hours per week required  If contact time is lost a recovery plan must be in place  Your recovery plan and remediation plan must be reflected in your Subject Improvement Plan – update it throughout the year  Indicate on the teaching plan (ATP) what has been competed to track your progress  Application packages share common features (formatting, editing, page layout, illustrations, etc.) reinforced these when teaching different packages  Use the guideline documents to complete PAT										
RESOURCES (OTHER THAN TEXTBOOK) TO ENHANCE LEARNING	Hardware  Data projector  I learner per computer  Entry-level computers networked  Multifunction printer  Internet connectivity		Software  Windows 10 or later version  Delphi programming software (Ver  Office 2016 or later version (Word,		Maintenance plan		<ul> <li>General</li> <li>Slide presentations – summarised content</li> <li>Notebook for summaries and activities</li> <li>Online content, resources</li> <li>Video clips</li> <li>Posters with new concepts, formulas, functions</li> <li>Previous question papers</li> </ul>				
EXAMPLES OF FORMATIVE ASSESSMENTS, RETRIEVAL PRACTICE	<ul> <li>Concept maps for summaries</li> <li>Brainstorm sessions</li> <li>Quizzes (Google Forms, MS Forms, Kahoots!, etc.) for retrieval practice</li> <li>Competitions, gaming (fun activities)</li> <li>Peer-assessment</li> <li>Extended opportunities, activities, etc.</li> </ul>										
IMPORTANT DOCUMENTS TO USE WITH THE ATP	<ul> <li>Updated Grade 10 CAPS for 2023 with updated IT Gr 10 content</li> <li>Chapter 4 – latest assessment instructions</li> <li>Gr 12 exam guidelines with new concepts (new technologies where applicable)</li> </ul>										