



OVERVIEW

In Year 9 students develop a range of skills that allow them to get a better understanding of different sectors of computing. Students will begin to develop their skills in 3 main areas: Digital Literacy, ICT and Computer Science. The students build upon previous skills learnt to develop and enhance their knowledge and understanding. For example, developing Python in year 7 through to year 8 and 9. Students will further develop their graphic skills and understanding of iMedia theories which will support their understanding of the relationship between the media product, audience and purpose.

Autumn

Topic 1 – Impact of Technology

This unit has been designed to ensure that learners are given sufficient time to familiarise themselves with the school network. It also allows the teacher to discuss appropriate use of the school network, and to update and remind learners of important online safety issues. Whilst completing this unit, learners will also learn how to use presentation software effectively. In terms of online safety, this unit focuses on respecting others online, spotting strangers, and the effects of cyberbullying.

Topic 2 – Gaining Support for a Cause

During this unit, learners develop their understanding of information technology and digital literacy skills. They will use the skills learnt across the unit to create a blog post about a real-world cause that they would like to gain support for. Learners will develop software formatting skills and explore concerns surrounding the use of other people's work, including licensing and legal issues.

Assessment:

End of unit assessment
(online or written)

Short questions recalling
learnt knowledge.

From this assessment
Whole Class Feedback
takes place. Any common
misconceptions will be re-
taught.

Spring

Topic 3 – Programming 1

This unit is the first programming unit of KS3. The aim of this unit and the following unit ('programming 2') is to build learners' confidence and knowledge of the key programming constructs. Importantly, this unit does not assume any previous programming experience, but it does offer learners the opportunity to expand on their knowledge throughout the unit. The main programming concepts covered in this unit are sequencing, variables, selection, and count-controlled iteration. All of the examples and activities for this unit use Scratch 3.

Topic 4 – Networks

This unit progresses students' knowledge and understanding of networks and associated hardware. The unit will establish a foundation understanding of how data is transmitted across networks, as well as exploring the factors that can affect performance. The unit will spend time focussing on the internet and services provided over the internet.

Assessment:

End of unit assessment
(online or written)

Short questions recalling
learnt knowledge.

From this assessment
Whole Class Feedback
takes place. Any common
misconceptions will be re-
taught.

Summer

Topic 5 – Creative Media Part 2

This unit will build upon prior knowledge of year 8 Creative Media topic. Students will focus on the following:

- Puff/pug/plugin
- Creating a masthead
- Interleaving
- Editing digital images (rubber tool mastering layers (Surrealism Photography))
- Typography, drop cap
- House Style
- Practical case study-Magazine (Client brief, generating ideas- mood boards, visualisation)

Assessment:

End of unit and End of Year
assessment (online or
written)

Short questions recalling
learnt knowledge.

From this assessment
Whole Class Feedback
takes place. Any common
misconceptions will be re-
taught.

Useful resources for supporting your child at home:

Seneca, BBC Bitesize, Idea

Homework:

Project based in collaboration with other subject areas.