Subject: Computing	Year: 9

INTENT

In Year 9 we develop the software skills of students in preparation for their option choices in Year 9. Students will revisit some software from Year 7 and 8 and will be encouraged to extend their confidence and skills. Students are specially taught software skills that would be required if they were to choose either computer science or IMedia. This software includes further python programming, digital graphics, animation and website design.

IMPLEMENTATION

In Year 9 our aim is to inspire and develop awareness of technology and its surrounding issues. Students are encouraged to use and become confident in a range of software. Students are specially taught software skills that would be required if they were to choose either computer science or IMedia. This software includes further python programming, digital graphics, animation and website design. We also expect the students who do not continue with computing at GCSE to feel that they are equipped with a good standard of knowledge and skills which will help them in other subjects and in everyday life.

Overview of Year – Topic area and Assessment	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
	1 2 3 4 5 6 7 8	9 10 11 12 13 14 15	16 17 18 19 20 21	22 23 24 25 26 27	28 29 30 31 32	33 34 35 36 37 38 39
	Digital Graphics: • PhotoPlus skills • Creation of magazine cover for a chosen audience • Development of skills to edit graphics • Edit/Alter a graphic to make it suitable to suit another audience • Creating a graphic for a specific purpose using given criteria • Review	**Computer Logic & Networking and the Internet:** • Logic gates • IP addressing and packets • Networking and the internet • Connecting to the Internet • A community guide to the Internet • Guide to the internet continued • Review	**Designing websites:** • Basic styling using html page • Using images, text and external hyperlinks on webpages • Hyperlinks and navigation • Content creation using swap images and editing text • Creation of a user input form • Animation created and exported for webpages	**Programming in Python – Iteration:** • Repeating instructions • User-defined Loops • For loops and strings • For loops and lists • Searching using for loops • While loops	**The Ethics of Computing:** • Sourcing content responsibly • Using technology responsibly • Technology and the environment • Technology and the law • Moral dilemmas (Part 1) • Moral dilemmas (Part 2)	**Project Work:** • Introduce project • Plan promotional video storyboard • Collect assets and create assets to be used • Create video and add audio/narration • Test video • review

IMPACT				
	Topic	**Assessment Method**	**Mark Sch / Grade Boundaries**	**Knowledge / Skills / Understanding To be shared with students**
Topic, Assessment, Readiness	On a termly basis	Through observation of confidence and ability to access and compete all skills. The ability to access classwork and homework on the VLE. To be able to hand in work on the VLE. Multiple choice tests will be set at the end of units. Students receive instant notification of grade achieved.	Assessed work given a grade 1-9 and FAR marking on assessed piece of work at the end of the unit.	Assessed work will be graded and shared on the VLE. FAR marking on assessed task at the end of the unit. Students will be expected to respond to feedback and carry out any improvements that are required.