

Year 9 Computing curriculum summary

In computing we cover 4 main golden threads. All lessons fall into one of these themes, the first 3 of which are also offered as dedicated qualifications in key stage 4. (Computer science, Imedia and ICT)

Computer Science – Helps you learn how computers think and how to write your own code. You'll solve puzzles, create games, and understand how technology works behind the scenes.

Media – Lets you be creative by designing things like posters, animations, and videos. You'll learn how to plan your ideas and think about who will use or watch them.

ICT – Teaches you how to use computers to get work done. You'll learn how to make documents, presentations, and charts—skills that help in school and real life.

Online Safety –Shows you how to stay safe and kind when using the internet. You'll learn how to protect your information, what to do if something feels wrong, and how to be a good digital citizen.

Below are the topics that we cover in year 7. Please note as we interleave some aspects of our curriculum the Algorithms and online safety lessons are spread out throughout the year

<u>Topic</u>	<u>Overview</u>	<u>Number of lessons</u>
Reinduction to computing	A reinduction lessons, allowing students to remember core expectations in computing lessons	1
Introduction to computer science	As year 9 options draws nearer we complete an entire unit that showcases the computer science course. Ensuring that students fully understand the style of learning and content to expect.	5
Introduction to Imedia	As year 9 options draws nearer we complete an entire unit that showcases the Imedia course. Ensuring that students fully understand the style of learning and content to expect.	4
Introduction to ICT	As year 9 options draws nearer we complete an entire unit that showcases the computer ICT course. Ensuring that students fully understand the style of learning and content to expect.	4

Responsible use of AI	Students will discover how AI is shaping the world around them. They will learn how to use AI in an effective way, whilst being aware of the dangers of AI misinformation.	4
Animation	Students learn the basics of animation software using the Wick editor . Students will plan and create a short animation using a number of tools and techniques.	3
Mini end of KS3 project	A project where students get to pick and choose the areas from year 7-9 they would like to revisit. As part of a team creating a computer game they get to be a games programmer, marketing guru or IT technical specialist.	5
Online safety	We spread our online safety lessons throughout the year. In the lessons we cover the following core content <ul style="list-style-type: none"> ● Consent, sexting and image sharing ● Online gambling mechanics ● Dangers of online radicalisation ● Watch 'The cyberbully' 	5
Algorithms and python	We spread our algorithms and python lessons throughout the year. In the lessons we cover the following core content <ul style="list-style-type: none"> ● Python inputs and outputs ● Arithmetic in python ● Basic selection statements 	7

Homework

In year 9 students receive a 40 point multiple choice/short answer quiz. These quizzes are cumulative and will ask questions on a number of previous topics. They are posted on google classroom every fortnight.

Assessment

In year 9 we complete 2 assessments. The first is **just before Christmas** and the second **just before the end of the year**. Assessments in computing are cumulative. Meaning we will always assess all content that has previously been delivered.

Assessments include an online multiple choice quiz, and a short written paper to assess more in depth learning.