**Computing Year 9**

**Topics**

**Assessment**

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|  | **Autumn 1** | **Autumn 2** | **Spring 1** | **Spring 2** | **Summer 1** | **Summer 2** |
|  | Computer Hardware  (CPU, Memory, Storage, Binary) | Graphic Project  (DTP, Graphics, Photo Editing) | Further Programming (Python) | Animation (Stop Frame and Key Frame Animations) | Web Coding (HTML and CSS) | Interactive Products (Advanced Presentation Skills) |
|  | Online Testing,  OneNote Workbook | Online Testing, Recycling Impact Poster, Design Work | Online Testing, Code Extracts | Completed Animation, Design Work | Online Testing, Website Code | Completed Interactive Product |
| **H/WK** | The focus for year 9 homework is to research careers relating to ICT, Media and Computer Science to help inform their decision making regarding KS4 options. Small iMedia projects and independent learning of programming languages like Python, HTML and JavaScript are encouraged once options are taken. | | | | | |
| **Arts Mark** | Presenting of work in front of the class. | Graphic design processes. A look into shock value as an advertising tool. | ASCII Art. | Animation design, planning and processes. | Website graphic creation. | Graphic design processes. Chance to create a short cyberbullying dramatization. |

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| **Responding to post Covid gaps in learning** | Catch-up opportunities in lesson time and code club will provide Python programming reminders to address any missed learning. The complex nature of many of the software packages we use means we naturally incorporate skill refreshers as part of the scheme of work. |
| **Building on prior learning** | Year 9 develops further upon skills learnt in year 8 such as Python Programming, Photo editing and Graphics and then introduces topics like Web Coding, Advanced Animation and Interactivity. A greater emphasis on producing professional GCSE standard products is present through the year. |
| **Enrichment within the Curriculum** | Students are invited to assist with open evening to break apart and build PC’s along with demonstrating their coding skills. Students are encouraged to use their range of skills at home and in other subjects to enhance their grades. |
| **Extracurricular opportunities** | Opportunities for students to attend external coding and games workshops |
| **Positive impacting on**  **personal development (SMSC)** | The graphics project in Autumn 2 looks at Plastic Oceans and the need for change to support our environment. Students are encouraged to take action beyond the classroom to help make a difference. |
| **Preparing for the next stage of education** | Year 9 alternates between skills for iMedia and Computer Science while maintaining a solid development of ICT throughout. Year 9 will enable students to make an informed decision on their future KS4 pathway while developing a range of real life skills. |
| **Ways to support your child’s learning** | Praise for effort rather than being ‘clever’ shows them that by working hard they can always improve |
| Visits and trips  Websites / books /papers / magazines  TV/Films  Blogs/ podcasts | * Involve your child with any technology-based purchases at home. (Especially tablets, phones, laptops, PC’s etc.) * Practise programming at home and maybe purchase a beginners guide to Python. * Purchase a GCSE revision guide if your child is taking an interest in the subject as an option. * Look around and discuss/identify what makes a professional advertisement campaign (magazine adverts, billboard posters, web adverts etc.) |