

Computing Year 9

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topics	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)
Assessment	Online Testing, PowerPoint 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.

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	<ul style="list-style-type: none"> 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.)