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| **Year 9 – Computing 2024-25** | | | | |
| **Curriculum intent** | The aim of the curriculum is that through the delivery of the schemes of work, learners are guided to becoming digital citizens, able to deepen knowledge of the key concepts of Computing and develop software skills to become workplace ready.  The units of work develop programming skills referring to block based and text based languages to link back to prior learning and strengthen understanding of key concepts sequence, selection and iteration. The introduction of Business Studies both provides an insight into learning at KS4 but enhances Microsoft Office skills to develop and consolidate workplace skills. Digital world concepts are studied and presented with a focus on improving workplace skills and ready to solve real world problems.  Learners receive a mixture of practical and theory based lessons that include opportunities for learners to extend their independent learning, collaboration and discussion skills. | | | |
| **Term** | **Topic 1&2 (Week 1-13)** | **Topic 3 (Week 14-24)** | **Topic 4 (Week 25-35)** | **Topic 5 (Week 36-39)** |
| **Knowledge** | Python programming  (E-Safety introduction)  Learners will further develop programming skills using text based programming in Python.  Extension of the four cornerstones of computing decomposition, pattern recognition, abstraction and algorithm and an development of key programming terms sequence, selection and iteration.  Key digital literacy skills in Microsoft Powerpoint | Business & Real World:  Introduction to KS4 Business Studies key concepts.  Project focusing on marketing & advertising in a real life Business environment. Allows learners to explore the impact of market research, combined with learning about business finance. | CyberExplorers – Cyber Security  Introduction for students to cyber security. They will complete challenges to learn vital E-Safety skills.  Key skills include setting secure passwords and keeping private data secure.  END OF UNIT: IDEA AWARD | IDEA Award  The Inspiring Digital Enterprise Award (IDEA) to develop digital, enterprise and employability skills for free.  Online challenges, to achieve career-enhancing badges and consolidate learning across the topics and build on work place skills to create digital citizens |
| **Skills:**  **Computing/ Digital Literacy/ICT** | Key Software Skills: Programming, Presentation | Key Software Skills:  Presentation, Word, Spreadsheets, | Key Software Skills: Excel, Numeracy | Key Software Skills: Word Processing, Creativity, Coding |
| **Assessments** | Teacher Q&A and formative assessment to check for student understanding throughout.  Self Assessment.  Project to assess key skills and I CAN statements. Teacher to provide feedback and RAMP.  END OF UNIT: IDEA AWARD | Teacher Q&A and formative assessment to check for student understanding throughout.  Self Assessment.  End of unit Teacher assessment to provide feedback and RAMP.  END OF UNIT: IDEA AWARD | Teacher Q&A and formative assessment to check for student understanding throughout.  Self Assessment.  End of unit Teacher assessment to provide feedback and RAMP. | Teacher Q&A, Learner oracy opportunities  IDEA badges |
| **Enrichment** | Coding & Minecraft club  IDEA Award | Coding & Minecraft club  IDEA Award | Coding & Minecraft club  IDEA Award | Coding & Minecraft club  IDEA Award |