

Subject: Computing

Year: 9 Rotation

Topic 2
Digital Graphics (Bitmap)

- Evaluate how bitmap graphics are different to vector graphics
- Purpose of different digital graphics
- Meaning within graphics
- Using colours and objects effectively
- Implementing and utilising whitespace effectively
- Explain digital graphics properties
- Basic tools digital graphics editing software
- Types of files used in image editing (file formats)
- Graphical editing careers
- Analyse a brief issued by a client
- Identify success criteria for a given project
- Construct a digital graphic for a given purpose and specification
- Evaluate the effectiveness of a constructed graphic

Topic 1
Physical Computing

- Describe what the micro:bit is
- List the micro:bit's input and output devices
- Use a development environment to write, execute, and debug a Python program for the micro:bit
- Write programs that use the micro:bit's built-in input and output devices
- Write programs that communicate with other devices by sending and receiving messages wirelessly
- Write programs that use GPIO pins to generate output and receive input
- Decompose the functionality of a physical computing system into simpler features
- Design a physical computing artifact purposefully, keeping in mind the problem at hand, the needs of the audience involved, and the available resources
- Implement a physical computing project, while following, revising, and refining the project plan
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Ludus Admirandus