

Year 9 Curriculum Plan

Computing

IT Computer Science Digital Literacy



Threads:

We use threads to signpost groups of units that link to one another, that together build a common body of knowledge over time. We use the term 'thread' to help us bring to mind the visual concept of a thread weaving through the curriculum:

Algorithms and data structures	Artificial intelligence	Computer systems	Creating media	Data and information	Design and development	Effective use of tools	Impact of technology	Networks	Programming	Safety and security
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	Autumn 2 9.1 - Visual Identity and Digital Graphics	Autumn 1 9.2 - Python Programming	Spring 1 9.3 - Computer Crime and Cyber Security	Spring 2 9.4 - Data	Summer 1 9.5 - Issues and Impact	Summer 2 9.6 – Creating Multimedia
PRIOR LEARNING	Unit 8.2 App Design: - UI design - Audience and purpose - Client brief response Unit 8.4 Creating a Digital Animation: - Visual storytelling - Creative digital production Threads: - Design and development - Effective use of tools - Creating media	Unit 7.5 Block-based Programming: - Sequence, selection, iteration and variables Unit 8.2 App Design: - Event-driven programming and basic logic in apps Threads: - Algorithms and data structures - Programming	Unit 7.1 UCSE: - Online safety, digital citizenship and responsible use Unit 8.3 Networks: - How networks work and data is transmitted safely Threads: - Safety and security - Networks - Computer systems	Unit 8.1 Understanding Computers 2: - Data, binary and system architecture Unit 8.4 Creating a Digital Animation: - Image file types Threads: - Data and information - Effective use of tools - Computer systems	Unit 7.1 UCSE: - E-safety and responsible behaviour Unit 9.3 Computer Crime and Cyber Security: - Legal and ethical issues of computers Threads: - Impact of technology - Safety and security - Computer systems	Unit 9.1 Visual Identity and Digital Graphics: - Advanced visual identity and design application Threads: - Creating media - Design and development - Effective use of tools

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KNOWING WHAT	- Principles of visual identity (colour, typography, layout, consistency) - Purpose of branding and audience impact - Digital image types and resolution - Editing tools and graphic design techniques	- Python syntax and structure - Variables, data types, and operators - Selection (if statements) and iteration (loops) - Input and output in programming - Basic debugging techniques	- Types of cyber crime (phishing, hacking, malware, social engineering) - Legal and ethical issues in computing - Methods of protecting data and systems (firewalls, passwords, encryption, backups) - Online safety and digital citizenship	- Data types and data representation - Binary and how computers store data - Data collection, processing, and analysis - Spreadsheet and database concepts - Accuracy, validation, and verification	- Impact of technology on society - Ethical, environmental, and legal issues - Artificial intelligence and automation - Digital divide and accessibility - Data privacy and online behaviour	- Multimedia design principles (audio, video, graphics, text) - Storyboarding and planning digital products - File types and media formats - Audience and purpose in media design - Copyright and media ownership
KNOWING HOW...	- Create a consistent visual identity for a product or theme - Use design software to produce digital graphics - Apply design principles effectively for a target audience - Edit and refine digital images for purpose	- Write simple Python programs using sequence, selection, and iteration - Use variables to store and manipulate data - Create programs that take input and produce output - Debug and improve code through testing	- Identify different types of cyber threats - Explain how systems can be protected - Apply safe and responsible online behaviour - Evaluate risks and security solutions in scenarios	- Interpret and represent data in different formats - Convert and understand binary data - Analyse and interpret data sets - Apply spreadsheet skills to organise and present data	- Discuss the positive and negative impacts of technology - Evaluate ethical issues in computing scenarios - Explain how technology affects individuals and society - Form balanced arguments using evidence	- Plan a multimedia product using a storyboard - Plan a multimedia product using a storyboard - Create and combine different media elements effectively - Edit and refine digital content for purpose and audience

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						• Apply design principles to multimedia production
ASSESSMENT	Knowledge Check 1: Pupils complete a practical assessment where they create a visual identity and digital graphics in response to a design brief. This assesses understanding of branding, design principles, and the effective use of graphic design tools.	Knowledge Check 2: Pupils complete a practical programming assessment in Python. They design and develop a working program using sequencing, selection, and iteration to solve a problem.	Knowledge Check 3: Pupils complete a written assessment covering cyber security and computer crime. It includes multiple-choice, short answer, explanation, and scenario-based questions.	Knowledge Check 4: Pupils complete a practical data task using spreadsheets. They enter, organise, and analyse data, using formulae and functions to produce results.	Knowledge Check 5: Pupils complete a written evaluation-based assessment exploring the impact of technology. This includes structured discussion and scenario-based questions.	Knowledge Check 6: Pupils complete a practical multimedia project. They design, create, and evaluate a digital product, combining different media elements in response to a brief.

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