

Computing & ICT Year 9 Curriculum overview for teachers

The below is intended to provide a simple overview of Year 9 Computing & ICT, the scheme of learning will provide the detailed exposition including literacy, SMSC, assessment, homework, learning activities and resources

Learning Focus	Assessments
<p>Weeks 1–7: TOPIC 1 - Graphic Design and Manipulation</p> <p>Learning enquiries: 1.) Understand what makes a good magazine cover 2.) Understand the main features of Draw Plus and use it to manipulate images 3.) Peer review work and suggest improvements 4.) Design and create a professional looking Album cover for your favourite artist/group 5.) Evaluate work and suggest areas for improvement</p> <p>Key Assessment objectives / skills: “Combine multiple images and text to create a professional looking publication”, “Use layers and filters to create depth in a publication”, “Create professional publications, which show an awareness of audience and purpose”, “Experiment with ideas such as font choice and colour”, “Different versions made to compare and improve final product”</p>	<p>Assessment One: Any of the learning enquiries can be used as an interim assessment opportunities. Homework sheets and tasks supplement lesson content and allow for assessment at the start of each session. Pupil workbooks allow for literacy development in keywords and extended writing opportunities Homework sheets available for each lesson.</p> <p>Final Assessment: Assessment based on final piece – following assessment criteria and mark sheet</p>
<p>Weeks 8-?: TOPIC 2 – Advanced game programming in Construct 2</p> <p>Learning enquiries: 1.) Understand how Construct 2 handles behaviours and sprites 2.) Understand how Construct 2 handles Behaviours, Events and Actions 3.) Investigate Events and Actions in Construct 2 4.) Understand how to utilise variables in Construct 2 5.) Understand how to create game mechanics 6.) Create a full level in Construct 2 7.) Design, Develop and Test a fully functioning game in Construct 2</p> <p>Key Assessment objectives / skills: “Design and create an original game”, “Use complex code to create interesting game play mechanics”, “Understand how variables can be used to control different aspect of gameplay”, “Understand how computer code works in a hierarchical fashion”, “Comment of code to explain its function”, “Combine multiple Events and Actions to create unique code and be able to talk about the process”</p>	<p>Assessment One: Any of the learning enquiries can be used as an interim assessment opportunities. Homework sheets and tasks supplement lesson content and allow for assessment at the start of each session. Pupil workbooks allow for literacy development in keywords and extended writing opportunities Homework sheets available for each lesson with coding challenges/debugging tasks.</p> <p>Final Assessment: Final assessment based on their final product (game) assessment criteria reinforced through the lessons</p>
<p>Weeks ?-?: TOPIC 3 - The impact of technology and website development</p> <p>Learning enquiries: 1.) Breakdown the roles of the operating system and their use of utilities 2.) Classify different types of software, and how they can be used effectively 3.) Understand what a digital footprint is, and how it can impact different people 4.) Use software appropriately to complete a specified task 5.) Establish methods for data collection and analysis 6.) Evaluate the legal, environmental and social impact of technology</p> <p>Key Assessment objectives / skills: “Classify a range of software including operating systems, utility and application software”, “Create digital content to achieve a given goal through combining software packages and internet services to communicate with a wider audience”, “Use a range of application software to carry out designated tasks”, “Show an awareness for the quality of digital content collected”, “Share experiences of technology in school and beyond the classroom”, “Effectively design and create digital artefacts for a wider or remote audience”</p>	<p>Assessment One: Any of the learning enquiries can be used as an interim assessment opportunities. Homework sheets and tasks supplement lesson content and allow for assessment at the start of each session. Extended writing opportunities present in the blog element of the website. Homework sheets available for each lesson.</p> <p>Final Assessment: Final assessment based on the quality of their final site and the quality of their written communication.</p>