

Year 9 IT Curriculum Sequence

Subject Intent: Our aim is to inspire and develop students with digital, entrepreneurial and creative skills that will give them the opportunities to succeed with confidence and find fulfilment in the fast-paced world within which they live.

	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
Big idea/Theme	Compare and contrast NWA students IT use to the national average	Photoshop skills builder activities.	Web design – Analyse an existing website (strengths and weaknesses)	Creating interactive elements (rollovers)	Animation – Creating storyboards.	Game design- Using IF statements and while loops.
Big Idea/Theme	Survey and data analysis	Interpreting a client brief.	Generating ideas for a website (pre-production documents)	Embedding external content (maps/ videos)	Skills development – pivot stick figure animator.	Introducing variables.
Big idea/Theme	Secondary research and comparison	Producing a graphical product to meet a brief.	Website branding (House style, logos and banners)		Developing an animation in line with a storyboard.	Testing and debugging
Knowledge that needs to stick	Columns/ Rows (add, delete, edit, widths, heights) Formatting (Backgrounds, fonts, borders) Arithmetic operators (+,-,/,x) Basic formula (sum, average, max, min) Charts (time series, cross section data, formatting, labels and titles) Interpreting charts (using %, justifying decision making)	Importing images into Photoshop, Managing layers, Use of filters, Use of brightness and contrast, cropping, layer masks, spot heal tool, clone stamp tool, adding text to an image, merging layers.	Elements used on webpages, Creating visualisation diagrams, meaning of colours in graphic design, logo design, web banner skills.	Creating rollovers in Fireworks, embedding external content, Creating web forms, Importing assets into Dreamweaver.	Understanding of persistence of vision, Development of animation through time, Storyboarding, Using pivot stick figure to animate.	Understand variable names. Using IF statements Using while loops Introducing complex variables (scores, lives timers) Problem solving