Computing and ICT Year 9 Curriculum overview

The below is intended to provide parents and pupils with a simple overview of Year 9 Computing and ICT. Should you have any additional questions please do not hesitate to contact Mr Rubery. We strongly encourage parents to talk to their children about their studies as well as encouraging them to use the school email system and Classcharts to access work from home.

Learning Focus	Assessments
Unit 1: Graphic Design and Manipulation	
<u>Learning enquiries:</u> 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 <u>Key Skills and National Curriculum links:</u> "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"	**Interim Assessment:** Pupils will be assessed on an ongoing basis during this topic, they will have low stakes tests and recap questions and be provided with feedback about any misconceptions. They will have chance to embed and practise skills before the final assessment. **Final Assessment:** Pupils will be assessed on a final production of a digital graphic assessed against the client brief requirements.
Unit 2: Advanced game programming in Construct 2	
<u>Learning enquiries:</u> 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 <u>Key Skills and National Curriculum links:</u> "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", "Use 2 or more programming languages (textual)", "Comment of code to explain its function", "Combine multiple Events and Actions to create unique code and be able to talk about the process"	**Interim Assessment:** Pupils will be assessed on an ongoing basis during this topic, they will have low stakes tests and recap questions and be provided with feedback about any misconceptions. They will have chance to embed and practise skills before the final assessment. **Final Assessment:** Pupils will be assessed on their final game design and creative coding solutions used. Gameplay mechanics, design, coding and implementation will be assessed.
Unit 3: The impact of technology and website development	
<u>Learning enquiries:</u> 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 <u>Key Skills and National Curriculum links:</u> "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"	**Interim Assessment:** Pupils will be assessed on an ongoing basis during this topic, they will have low stakes tests and recap questions and be provided with feedback about any misconceptions. They will have chance to embed and practise skills before the final assessment. **Final Assessment:** Pupils will be assessed on their ability to create a multipage website with logical navigation, images and text content as well as their ability to edit HTML tags and use CSS for a consistent visual style.

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