

Computing Curriculum Overview Key Stage 3 - Year 9

Year 9 Computing	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic/Unit to be studied	Python and Algorithms	Python and Algorithms	The Internet	The Internet	ICT and The Law	Networks
Subject Content Outline	Students learn how to program using the text language Python. Students learn how to use variables, if statements and loops in their programs. Students understand how to create and read basic algorithms	Students learn how to program using the text language Python. Students learn how to use variables, if statements and loops in their programs. Students understand how to create and read basic algorithms	Students create a website and learn skills including, creating hyperlinks, buttons, rollover images and image hot spots.	Students create a website and learn skills including, creating hyperlinks, buttons, rollover images and image hot spots.	Students will look at legislation related to the use of ICT and Computing. Students will be able to apply legislation to different scenarios and assess its impact.	Students look at network topologies, how to set up networks and the hardware required for networks. Students also look at internet dangers which can be transmitted through networks such as Trojan Horses and Worms
Aims/Assessment Objectives	To understand how and when to apply programming skills appropriately to complete set tasks. To be able to interpret and create basic algorithms	To understand how and when to apply programming skills appropriately to complete set tasks. To be able to interpret and create basic algorithms	To be able to create a fully functioning website including a working navigation system and suitable content. To be able to identify how the internet works as a Wide Area Network and to understand	To be able to create a fully functioning website including a working navigation system and suitable content. To be able to identify how the internet works as a Wide Area Network and to understand	To be aware of relevant legislation surrounding Computing and the use of ICT	To understand how networks can be set-up and the advantages and disadvantages of different topologies

			the importance of Protocols in the use of the Internet	the importance of Protocols in the use of the Internet		
Assessment	Written Classroom Task – Be able to identify errors in programming and be able to interpret basic algorithms. Practical Classroom Task - Create a game utilising programming learnt during the unit	Written Classroom Task – Be able to identify errors in programming and be able to interpret basic algorithms. Practical Classroom Task - Create a game utilising programming learnt during the unit	Practical Classroom Task - Plan and design the website in detail	Practical Classroom Task - Plan and design the website in detail	Written Classroom Assessment – To be able to identify which law would apply to a given scenario and to assess the impact legislation has In different scenarios.	Written Classroom Task – To be able to explain how networks can be set-up and the benefits of using networks.
Cross curricular opportunities	Maths - Logic	Maths - Logic	Art – Design a website	Art – Design a website		
Social, Moral, Spiritual, Cultural	Throughout the year students will be working on social skills by working in pairs and groups to complete different activities.					
Homework	Python Homework Book and Doodle Quizzes	Python Homework Book and Doodle Quizzes	Internet Homework Book	Internet Homework Book	ICT and the Law Homework Book	Networks Homework Book