

Curriculum Map

Subject: Computing

Year Group: 9

The core of computing is computer science, in which pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are equipped to use information technology to create programs, systems and a range of content. Computing also ensures that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Content	Topic: Computer Networks (CS) Key Areas: > Networks Topologies	Topic: Programming- Python (CS) Key Areas: ➤ Data types	Topic: Creation of Digital Media – Part 1 (IT) Key Areas: ➤ Design and	Topic: Creation of Digital Media – Part 2 (IT) Key Areas: > Create a	Topic: Algorithms and Programming (CS) Key areas: ➤ Linear search	Topic: Computing- Issues and Impact (DL) Key areas: > Legal Issues
	 Network Hardware Types of Network Network Protocols Network Security Data Compression 	 Variables While loop For loop IF statement 	 create a logo using Adobe Fireworks Design and create an animation using 	dynamic website using Adobe Dreamweaver > Add images, audio, video	 Binary search Bubble sort Merge sort Data structures Functions and procedures 	 Ethical Issues Environmental issues Cybersecurity
	Keywords: LAN, WAN, Node, Switch, Hub, ISP, Router, TCP/IP, IP Address, Cloud Storage and Backups	program, syntax Error, Iteration, identifier, loop and indentation NC Strand: CS4 and	Adobe Flash Keywords: Digital media, Banner, Logo, Animation	and animation in the website Keywords: Digital media, Banner, Logo, Animation	 Understand simple Boolean logic Keywords: Linear and binary search, 	Keywords: Cybersecurity, legal, ethical and environmental issues
	NC Strand: CS9	6	NC Strand: IT1 and 2	NC Strand: IT1 and 2	sort, Boolean logic NC Strand: CS2 and 7	NC Strand: DL1
Skills	 Reading/Research skills Thinking skills Communication skills Problem-solving skills 	 Computational thinking skills Critical thinking Analysis Initiative Problem-solving 	 Creativity skills Design skills Critical-thinking skills. Problem-solving skills. 	 Creativity skills Design skills Initiative Problem-solving 	 Computational Skills Critical thinking Analysis Problem-solving 	 Reading/Research skills Initiative Analysis Problem-solving

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Key questions	 Name some common network topology. Describe the common communication protocol. Explain network topology. Distinguish between various features of GUI. Evaluate cloud storage system. 	 Name some relational operator. Describe a variable Distinguish between syntax, run-time and logic error. Evaluate data type 	 Describe what digital media are. Explain what constitute a website Distinguish between loge and banner Evaluate the use of a banner in a website. Design a logo and an animation banner. 	 Describe the tools in creating banner. Explain the use of a website Evaluate the use of logo in website. Design a website to include a logo, banner and links. 	 Describe data structure. Explain the use of bubble sort. Distinguish between linear and binary search Evaluate Boolean logic Define linear search. 	 Describe cybersecurity Distinguish between legal and environmental issues of computer uses Evaluate the impact of computer use and their issues
Assessment	Formative Assessment: Starter test, class activities, homework, Quizzes, group work task, target questioning Summative Assessment: Unit test, End-of-term test, End-of-year test	Formative Assessment: Starter test, class activities, homework, Quizzes, group work task, target questioning Summative Assessment: Unit test, End-of- term test, End-of- year test	Formative Assessment: Starter test, class activities, homework, Quizzes, group work task, target questioning Summative Assessment: Unit test, End-of- term test, End-of- year test	Formative Assessment: Starter test, class activities, homework, Quizzes, group work task, target questioning Summative Assessment: Unit test, End-of- term test, End-of- year test	Formative Assessment: Starter test, class activities, homework, Quizzes, group work task, target questioning Summative Assessment: Unit test, End-of- term test, End-of- year test	Formative Assessment: Starter test, class activities, homework, Quizzes, group work task, target questioning Summative Assessment: Unit test, End-of-term test, End-of-year test
Literacy/ Numeracy/ SMSC/ Character	Student are encourage to listening and contributing in a manner, which allow for constructive criticism.	Student learnt to consider the safety of those around them as they move around.	Student learnt to think, create and use what is available to design, promote and care for animals.	Designing, creating and exercise their imaginations to help the way we communicate with each other.	To use knowledge of programming to solve every day problem for the benefit of the society.	Knowledge of this section helps student to take care of themselves health- wise and the environment we live in