



Computer Studies | Year 9 |

	Week 0	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	
Half Term 1		Spreadsheet Quiz - Planning		Spreadsheet Quiz - Creating		Spreadsheet Quiz - Skills Practice		iDEA Award		
Half Term 2	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14	Week 15	Holiday		
	Bebras UK		Binary - Basics		Binary - Hexadecimal		Binary - Skills Practice			
Half Term 3	Week 16	Week 17	Week 18	Week 19	Week 20	Week 21	Holiday			
	Binary - Skills Practice	Python - Programming		Python - Complex Shapes		Python - Drawing Images				
Half Term 4	Week 22	Week 23	Week 24	Week 25	Week 26	Holiday				
	Python - Drawing Images	Marketing Mix - Product and Price		Marketing Mix - Promotion and Place						
Half Term 5	Week 27	Week 28	Week 29	Week 30	Week 31	Week 32	Holiday			
	Marketing Mix - Presenting		Workplace Digital Literacy - Scenario and Logo		Workplace Digital Literacy - Spreadsheet and house style					
Half Term 6	Week 33	Week 34	Week 35	Week 36	Week 37	Week 38	Week 39			
	Workplace Digital Literacy - Mail Merging a Letter for a client		iDEA Award - Complete Bronze and Silver Awards							
How does this year deliver your curriculum intent?	The curriculum throughout Key Stage 3 has been developed to give students a chance to experience both Computer Science, ICT and Business in preparation for the options process. In addition to this, it ensures that students are studying a broad range of topics that will be useful if they do not select any of the options listed above. In <u>Term 1</u> , the Spreadsheet quiz will enhance students' spreadsheet and database skills from Years 7 & 8, whilst also giving pupils a chance to use complex formulae and develop more employment skills in Excel. Students will also participate in a National competition on logical and computational thinking called 'Bebras UK'. In addition to this, the binary topic creates direct links to KS4 Computer Science, whilst using cross-curricular maths skills to learn about the key number systems, binary and hexadecimal. In <u>Term 2</u> , students are introduced to a Python , building on their earlier programming experience using texts instead of graphical. This is followed by the final Business unit all around the Marketing Mix, giving students an in-depth look at KS4 Business Studies. In <u>Term 3</u> , students will then complete a Digital literacy unit around employability skills for the workplace. To end, students will be given the necessary time to achieve their Bronze and Silver iDEA awards, which means students will leave Key Stage 3 with a qualification in Digital Literacy if no subjects in the department are carried forward.					What does the End of Year assessment look like?		At the end of Year 9, students will complete an unaided assessment for 60 minutes. This will be split up into topic units based on the work students have completed throughout this year. This will contain a mixture of Multiple choice, Fill in the gaps, Match-up and Open short answer questions. The Assessment will be sat on the Quizziz the platform that we use for all KS3 assessments and closer mirrors the digital examinations style.		