

Curriculum Overview

Subject: Computing

Year Group: 9



Students extend their text based programming skills using the PRIMM methodology and by programming portable devices. They investigate and explore the changing world of work and the impact of computer technology on this aspect of life. They also explore the technologies that make up the internet and World Wide Web and build a functioning website. In term 3, students will discover how professionals create digital games using the industry-standard software package, Construct 3 and then complete a final project to create a product to a client specification, working in groups and following the systems life cycle. Students are encouraged to articulate and record specialist terms to develop their understanding of the subject.

| TERM 1 | TERM 2 | TERM 3 |
|--|---|---|
| KNOWLEDGE/SKILLS <ul style="list-style-type: none"> • Write programs that use device components to interact with the physical world • Build a physical computing project • Use independent and paired investigation to improve programming skills with PRIMM | KNOWLEDGE/SKILLS <ul style="list-style-type: none"> • Investigate the changing working world and the impact of technology • Build a functioning website • Use search technologies effectively | KNOWLEDGE/SKILLS <ul style="list-style-type: none"> • Develop an idea for a digital game • Understand the programming constructs in digital game making • Build a 2D digital game |
| KEY ASSESSMENTS Half term 1: Programming assessment Half term 2: Physical Computing summative assessment | KEY ASSESSMENTS Half term 1: The World of Work summative assessment Half term 2: Developing for the Web summative assessment | KEY ASSESSMENTS Half term 1: Game Design summative assessment Half term 2: Construct 3 summative assessment |

Extended reading suggestions and external resources:

BBC Bitesize Key Stage 3 Computer Science <https://www.bbc.co.uk/bitesize/subjects/zvc9q6f>