



# CURRICULUM MAP

Term Autumn 12 weeks	Transition Year 9	Term Spring 10 weeks	Transition Year 9	Term Summer 14 weeks	Transition Year 9
<p>Literacy foci Reading skills Terminology and vocabulary Keywords Spelling tests</p> <p>Homework <a href="https://quizizz.com/">https://quizizz.com/</a> &amp; spelling on SMHW</p> <p>Revisiting, revising, remembering opportunities Starter activities Sam Learning <a href="https://quizizz.com/">https://quizizz.com/</a></p> <p>Data Snap shot</p>	<p><b>Units:</b> <b>9.1 Python Next Steps</b> <b>NC Content:</b> Understand several key algorithms that reflect computational thinking [for example, ones for sorting and searching]; use logical reasoning to compare the utility of alternative algorithms for the same problem</p> <p>Use two or more programming languages, at least one of which is textual, to solve a variety of computational problems; make appropriate use of data structures [for example, lists, tables or arrays]; design and develop modular programs that use procedures or functions.</p> <p><b>9.2 Computational Thinking</b> <b>NC Content:</b> Understand simple Boolean logic [for example, AND, OR and NOT] and some of its uses in circuits and programming; understand how numbers can be represented in binary, and be able to carry out simple operations on binary numbers [for example, binary addition, and conversion between binary and decimal]</p> <p><b>Enrichment/life and work skills:</b> <b>Computer Science Club</b> <b>Competitions</b> <b>Assessments:</b> <a href="https://quizizz.com/">https://quizizz.com/</a> Quiz. <b>Endpoint:</b> Students will understand how to program in Python, understand Boolean logic and key algorithms.</p>	<p>Literacy foci Reading skills Terminology and vocabulary Keywords Spelling tests</p> <p>Homework <a href="https://quizizz.com/">https://quizizz.com/</a> &amp; spelling on SMHW</p> <p>Revisiting, revising, remembering opportunities Starter activities Sam Learning <a href="https://quizizz.com/">https://quizizz.com/</a></p> <p>Data Snap shot</p>	<p><b>Units:</b> <b>9.3 Graphics</b> <b>NC Content:</b> Understand the hardware and software components that make up computer systems, and how they communicate with one another and with other systems.</p> <p>Create, re-use, revise and re-purpose digital artefacts for a given audience, with attention to trustworthiness, design and usability.</p> <p><b>9.4 Networks</b> <b>NC Content:</b> Understand a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy; recognise inappropriate content, contact and conduct and know how to report concerns.</p> <p>Understand the hardware and software components that make up computer systems, and how they communicate with one another and with other systems.</p> <p><b>Enrichment/life and work skills:</b> <b>Computer Science Club</b></p> <p><b>Assessments:</b> <a href="https://quizizz.com/">https://quizizz.com/</a> Quiz. <b>Endpoint:</b> Students will develop digital graphics skills and understand how networks operate.</p>	<p>Literacy foci Reading skills Terminology and vocabulary Keywords Spelling tests</p> <p>Homework <a href="https://quizizz.com/">https://quizizz.com/</a> &amp; spelling on SMHW</p> <p>Revisiting, revising, remembering opportunities Starter activities Sam Learning <a href="https://quizizz.com/">https://quizizz.com/</a></p> <p>Revision for Summer exam</p> <p>Data Snap shot</p>	<p><b>Units:</b> <b>9.5 Multimedia</b> <b>NC Content:</b> Undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users.</p> <p>Create, re-use, revise and re-purpose digital artefacts for a given audience, with attention to trustworthiness, design and usability.</p> <p><b>9.6 Hardware/Software</b> <b>NC Content:</b> Understand the hardware and software components that make up computer systems, and how they communicate with one another and with other systems.</p> <p>Understand how data of various types (including text, sounds and pictures) can be represented and manipulated digitally, in the form of binary digits.</p> <p><b>Enrichment/life and work skills:</b> <b>Computer Science Club</b></p> <p><b>Assessments:</b> <b>End of Year Assessment.</b> <b>Endpoint:</b> Students will understand what a multimedia product is and how to create one, they will also understand the role of Hardware and Software in Computing.</p>

*The progressive, inclusive curriculum 'skills, knowledge and concepts: literacy, life skills and enrichment'*