

Computing KS3 Curriculum Intent, Implementation and Impact Overview

Year: 9 Subject: Computing IMPLEMENTATION							
National Curriculum Coverage, key concepts and skills ('Big Ideas')	Half Term 1 - Context: Questionnaire, Market Analysis, Branding, Image Editing (Game Cover)	Half Term 2 - Context: Networking(DNS, IP, URL) Algorithms, FDE Cycle.	Half Term 3 Context: Technology in Business, Business failure, Revenue -Costs & profits	Half Term 4 - Context: Python textual programming use IDE	Half Term 4 - Context: Website Planning & Creating	Half Term 4 - Context: Website Planning & Creating + Study Skills	
	Key Vocabulary: Primary, Secondary, Qualitative, Quantitative, Market Share, Consumer, Purpose, Target Audience Layers, Lasso, Eye Dropper, Eraser, Move Tool, Text, Image, Graphic.	Key Vocabulary: IP, Webserver, DNS, Host, LAN, WAN, Peer, Client Server, Hub, Switch, Router, Star, Topologies, Star, Mesh., Fetch - Decode, Execute, RAM	Key Vocabulary: Revenue, Costs, Profit, Inflow, Outflow, Customers, Net Profit, Gross Profit, Liquidation, POS systems, Databases, Websites, Ecommerce.	Key Vocabulary: Sequence, Selection, Iteration, algorithm, pseudocode, syntax, casting, Debugging, Variable, Input, Integer, String, Store, IF and ELSE, While, Counter controlled Loop,	Key Vocabulary: Table, Navigation Bar, Links - Internal, External, Page, Images, Gifs, Rollover, Sub Menu, Audience, Purpose, Home page,	Key Vocabulary: Table, Navigation Bar, Links - Internal, External, Page, Images, Gifs, Rollover, Sub Menu, Audience, Purpose, Home page, Mind Map, Mood board, Visualisation Diagram	
	Prior Learning/LTM: Homework-	Prior Learning/LTM: Y8 topics, Computer Spec, CPU.	Prior Learning/LTM: Market Analysis Term 1 + Homework.	Prior Learning/LTM: Y8 Python	Prior Learning/LTM: Homework	Prior Learning/LTM: Y8 creating audio + HW	
	Cultural Capital: Understand the important of market research before investing in an idea. Dragons Den, Levi Roots.	Cultural Capital: Understand the hardware required to set up a computer network. Know the different types of topologies within a LAN network.	Cultural Capital: Know how businesses need a positive cash inflow to survive. Understand how technology has evolved to allow globalisation.	Cultural Capital: Know that everyday digital devices have been programmed to allow them to carry out specific functions.	Cultural Capital Understand how websites are used to communicate information for different purposes, inform, educate, entertain. promote	Cultural Capital Understand how websites are used to communicate information for different purposes, inform, educate, entertain. Promote. Understand study skill techniques to improve exam/ CW marks.	
	Numeracy Links Graphs (Reading Data)	Numeracy Links FDE cycles	Numeracy Links Addition, Multiplication, subtractions, Division	Numeracy Links Casting, integer, float, multiplication and division, operators	Numeracy Links Data Number of visitors,	Numeracy Links Data Number of visitors,	
	Design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems				X		
	Understand several key algorithms that reflect computational thinking		x		X		
	Use two or more programming languages, at least one of which is textual				X		
	Understand simple Boolean logic and some of its uses in circuits and programming				X		
	Understand the hardware and software components that make up computer systems		x				
Understand how instructions are stored and executed within a computer system		x					
Understand how data of various types can be represented and manipulated digitally			x	x			
Undertake creative projects that involve selecting, using, and combining multiple applications.	x				x	X	
Create, re-use, revise and re-purpose digital artefacts for a given audience.	x				x	X	
Understand a range of ways to use technology safely, respectfully, responsibly and securely.							

<p style="text-align: center;">IMPACT</p>	<p>Assessment 1: Mini Market Analysis</p> <p>Assessment 2: Creating Game Cover</p> <p>Progression to KS4: Creative i-Media and GCSE Business Studies.</p>	<p>Assessment 1: Main Taster session (Computing)</p> <p>Assessment 2: Mini Taster session (I Media)</p> <p>Progression to KS4: GCSE Computer Science Creative I Media.</p>	<p>Assessment 1: Mini Business failure</p> <p>Assessment 2: Main Finance Assessment</p> <p>Progression to KS4: GCSE Business, Business Enterprise.</p>	<p>Assessment 1: Mini Programming</p> <p>Assessment 2: Main Programming</p> <p>Progression to KS4: GCSE Computer Science</p>	<p>Assessment 1: Main Website Planning</p> <p>Assessment 2: Mini Website creation</p> <p>Progression to KS4: Creative I- media</p>	<p>Assessment 1: Main Website Planning</p> <p>Assessment 2: Mini Website creation</p> <p>Progression to KS4: Creative I- media</p>
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