

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	
	<b>Key Vocabulary:</b> Primary, Secondary, Qualitative, Quantitative, Market Share, Consumer, Purpose, Target Audience Layers, Lasso, Eye Dropper, Eraser, Move Tool, Text, Image, Graphic.	<b>Key Vocabulary:</b> IP, Webserver, DNS, Host, LAN, WAN, Peer, Client Server, Hub, Switch, Router, Star, Topologies, Star, Mesh., Fetch - Decode, Execute, RAM	<b>Key Vocabulary:</b> Revenue, Costs, Profit, Inflow, Outflow, Customers, Net Profit, Gross Profit, Liquidation, POS systems, Databases, Websites, Ecommerce.	<b>Key Vocabulary:</b> Sequence, Selection, Iteration, algorithm, pseudocode, syntax, casting, Debugging, Variable, Input, Integer, String, Store, IF and ELSE, While, Counter controlled Loop,	<b>Key Vocabulary:</b> Table, Navigation Bar, Links - Internal, External, Page, Images, Gifs, Rollover, Sub Menu, Audience, Purpose, Home page,	<b>Key Vocabulary:</b> Table, Navigation Bar, Links - Internal, External, Page, Images, Gifs, Rollover, Sub Menu, Audience, Purpose, Home page, Mind Map, Mood board, Visualisation Diagram	
	<b>Prior Learning/LTM:</b> Homework-	<b>Prior Learning/LTM:</b> Y8 topics, Computer Spec, CPU.	<b>Prior Learning/LTM:</b> Market Analysis Term 1 + Homework.	<b>Prior Learning/LTM:</b> Y8 Python	<b>Prior Learning/LTM:</b> Homework	<b>Prior Learning/LTM:</b> Y8 creating audio + HW	
	<b>Cultural Capital:</b> Understand the important of market research before investing in an idea. Dragons Den, Levi Roots.	<b>Cultural Capital:</b> Understand the hardware required to set up a computer network. Know the different types of topologies within a LAN network.	<b>Cultural Capital:</b> Know how businesses need a positive cash inflow to survive. Understand how technology has evolved to allow globalisation.	<b>Cultural Capital:</b> Know that everyday digital devices have been programmed to allow them to carry out specific functions.	<b>Cultural Capital</b> Understand how websites are used to communicate information for different purposes, inform, educate, entertain. promote	<b>Cultural Capital</b> Understand how websites are used to communicate information for different purposes, inform, educate, entertain. Promote. Understand study skill techniques to improve exam/ CW marks.	
	<b>Numeracy Links</b> Graphs ( Reading Data)	<b>Numeracy Links</b> FDE cycles	<b>Numeracy Links</b> Addition, Multiplication, subtractions, Division	<b>Numeracy Links</b> Casting, integer, float, multiplication and division, operators	<b>Numeracy Links</b> Data Number of visitors,	<b>Numeracy Links</b> 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.							

IMPACT	Assessment 1: Mini Market Analysis	Assessment 1: Main Taster session (Computing)	Assessment 1: Mini Business failure	Assessment 1: Mini Programming	Assessment 1: Main Website Planning	Assessment 1: Main Website Planning
	Assessment 2: Creating Game Cover	Assessment 2: Mini Taster session (I Media)	Assessment 2: Main Finance Assessment	Assessment 2: Main Programming	Assessment 2: Mini Website creation	Assessment 2: Mini Website creation
	Progression to KS4: Creative i-Media and GCSE Business Studies.	Progression to KS4: GCSE Computer Science Creative I Media.	Progression to KS4: GCSE Business, Business Enterprise.	Progression to KS4: GCSE Computer Science	Progression to KS4: Creative I- media	Progression to KS4: Creative I- media