

# Computing - Year 9 - Learning Journey 2023-2024

Week	Date	Key Construct	Topic	Assessment Objectives	Work that will be assessed
1 (Wed)	04.09.23	KC 2 Working with Software & Documents  KC 5 Data Representation	How computers store data Denary, binary, place values and range. Characters sets. Bitmaps, resolution, bit-depth, meta-data. Hexadecimal and 24-bit RGB colours. Audio, sample-rate, sample-size, meta-data, bit-rate.	2.2  5.1, 5.2, 5.3, 5.4	Spreadsheet: Representing an 8x8 bitmap using bit-depth of 2 or more and identifying meta-data needed.  Questions: "Working with Binary Data"
2	11.09.23				
3	18.09.23				
4	25.09.23				
5	02.10.23				
6	09.10.23				
7	16.10.23				
Half term					
8	30.10.23	KC 2 Working with Software & Documents  KC 5 Data Representation	File-types, storage and compression Commonly used file formats. Lossy and loss-less compression. Units of storage. Calculating amounts of data. Methods for compressing text, bitmaps and audio.  Data Drop for books Contingency Lesson Print evidence, self-assess, RAP.	5.5, 5.6	Questions: Identify correct file type and type of compression to use for common tasks.  Questions: "Calculating the Amount of Data Storage"
9	06.11.23				
10	13.11.23				
11	20.11.23				
12	27.11.23				
13	04.12.23				
14	11.12.23				
CHRISTMAS					
15 (Tue)	02.01.24	KC 6 Problem Solving and Programming	Decomposing problems and developing solutions  Decompose speed/distance/time calculations.  Decompose Wordle create pseudo-code for sub-tasks.  Decompose Treasure Hunt style game.	6.1, 6.2, 6.3, 6.5	Written Report: Decomposition of Wordle game to identify tasks.  Pseudo-Code: Treasure Hunt game.
16	08.01.24				
17	15.01.24				
18	22.01.24				
19	29.01.24				
20	05.02.24				
Half term					
21	19.02.24	KC 6 Problem Solving and Programming	Developing programs Develop program to calculate speed/distance/time with menu and validation of inputs. Test. Develop program for Wordle game and test. Develop Treasure Hunt game. Searching through 1D and 2D arrays.  Data Drop	6.6	Code and Testing: Wordle game.  Code and Testing: Treasure Hunt game.
22	26.02.24				
23	04.03.24				
24	11.03.24				
25	18.03.24				
26	25.03.24				
EASTER					
27	17.04.24		Exam Preparation		Annual Exam
28	24.04.24		Exam Preparation		
29 (Bank Hol)	02.05.24		Annual Exams		
30	08.05.24		Annual Exams		
31	15.05.24		Annual Exams / RAP / Addressing Misconceptions		
32	22.05.24		RAP/ Addressing Misconceptions		
Half term					
33	05.06.24	KC 1 Impact of Digital Tech  KC 2 Working with Software & Documents	Keeping Data Safe Types of back-up. Common storage devices. The cloud. Selecting appropriate storage media.  Social, ethical, legal and environmental issues. Upgrades, disposal, recycling and upcycling of tech. Protection and disposal of data. How we use the internet. Laws that govern how we use tech: GDPR, Computer Misuse Act, Copyright Designs and Patents Act.	1.1, 1.2, 1.3  2.2  3.2, 3.5  4.4	Questions: "Keeping Data Safe"  Questions: "Laws That Affect Our Use of Technology"
34	12.06.24				
35	19.06.24				
36	23.06.24				
37	03.07.24				
38	10.07.24	KC 3 Computer Systems  KC 4 Networks & Communications	Data Drop and Contingency Lesson		
39	17.07.24		Activities Week		

## Computing - Year 9 - Assessment Progress Tracker 2022-23

Name:		Autumn	Spring	Summer
Subject Target		Flightpath		
Annual Exam Grade:		BFL		

	Assessed Work	Key Construct	Assessment Objectives	Flightpath Grade
Autumn Term Part 1	Spreadsheet: Representing an 8x8 bitmap using bit-depth of 2 or more and identifying meta-data needed.	KC 2 Software & Documents KC 5 Data Rep.	2.2 5.1, 5.2, 5.3, 5.4	
Autumn Term Part 1	Questions: "Working with Binary Data".	KC 5 Data Rep.	5.1, 5.2, 5.3, 5.4	
Autumn Term Part 2	Questions: Identify correct file type and type of compression to use for common tasks.	KC 2 Software & Documents KC 5 Data Rep.	5.6	
Autumn Term Part 2	Questions: "Calculating the Amount of Data Storage".	KC 3 Systems KC 5 Data Rep.	3.2 5.5	
Spring Term Part 1	Written Report: Decomposition of Wordle game to identify tasks.	KC 6 Problems, Programming	6.1, 6.2, 6.3, 6.5	
Spring Term Part 1	Pseudo-Code: Treasure Hunt game.	KC 6 Problems, Programming	6.1, 6.2, 6.3, 6.5	
Spring Term Part 2	Code and Testing: Wordle game.	KC 6 Problems, Programming	6.6	
Spring Term Part 2	Code and Testing: Treasure Hunt game.	KC 6 Problems, Programming	6.6	
Summer Term Part 2	Questions - "Keeping Data Safe"	KC 2 Software & Documents KC 3 Systems	1.1, 1.2, 1.3 2.2	
Summer Term Part 2	Questions: "Laws That Affect Our Use of Technology"	KC 1 Impact Tech. KC 2 Software & Documents KC 3 Systems KC 4 Networks & Comm.	1.1, 1.2, 1.3 2.2 3.2, 3.5 4.4	