Computing - Year 9 - Learning Journey 2024-2025

Week	Date	Key Construct	Topic	Work that will be assessed
1 (Thurs)	05.09.24	**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.	Spreadsheet: **Representing an 8x8 bitmap using bit-depth of 2 or more and identifying meta-data needed.** Questions: **"Working with Binary Data"**
2	09.09.24			
3	16.09.24			
4	23.09.24			
5	30.09.24			
6	07.10.24			
7	14.10.24			
8	21.10.24			
Half term				
9	04.11.24	**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.	Questions: **Identify correct file type and type of compression to use for common tasks.** Questions: **"Calculating the Amount of Data Storage"**
10	11.11.24			
11	18.11.24			
12	25.11.24			
13	02.12.24			
14	09.12.24			
15	16.12.24			
CHRISTMAS				
16	06.01.25	**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.	Written Report: **Decomposition of Wordle game to identify tasks.** Pseudo-Code: **Treasure Hunt game.**
17	13.01.25			
18	20.01.25			
19	27.01.25			
20	03.01.25			
21	10.02.25			
Half term				
22	24.02.25	**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** **Exam Preparation**	Code and Testing: **Wordle game.** Code and Testing: **Treasure Hunt game.**
23	03.03.25			
24	10.03.25			
25	17.03.25			
26	24.03.25			
27	31.03.25			
EASTER				
28 (BH)	21.04.25		**Exam Preparation**	**Annual Exam**
29	28.04.25		**Annual Exams**	
30 (BH)	06.05.25		**Annual Exams**	
31	12.05.25		**Annual Exams**	
32	19.05.25		**Annual Exams / RAP / Addressing Misconceptions**	
Half term				
33	02.06.25	**KC 1 Impact of Digital Tech** **KC 2 Working with Software & Documents** **KC 3 Computer Systems** **KC 4 Networks & Communications**	**Environmental Effects of Tech** Streaming content, raw materials, disposal and contamination. Upgrades, disposal, recycling and upcycling of tech. **Social, ethical, legal and environmental issues.** 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. **Data Drop and Contingency Lesson**	PowerPoint: **"Disposable Tech"** Questions: **"Laws That Affect Our Use of Technology"**
34	09.06.25			
35	16.06.25			
36	23.06.25			
37	30.06.25			
38	07.07.25			
39	14.07.25		Activities Week	

Computing - Year 9 - Assessment Progress Tracker 2024-25

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	
	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	
	Questions: **"Calculating the Amount of Data Storage".**	KC 3 Systems KC 5 Data Rep.	3.2 5.5	
Spring Term Part 1	Written Plan: **Decomposition of Wordle game to identify tasks.**	KC 6 Problems, Programming	6.1, 6.2, 6.3, 6.5	
	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	
	Code and Testing: **Treasure Hunt game.**	KC 6 Problems, Programming	6.6	
Summer Term Part 2	PowerPoint: **"Disposable Tech"**	KC 1 Impact Tech. KC 2 Software & Documents KC 3 Systems	1.1, 1.2, 1.3 2.2	
	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	