



Year 9 ICT - Curriculum Map



	9A/B	9C
Autumn 1	<p>E-Safety & Communication</p> <ul style="list-style-type: none"> Using collaborative and individual communication tools effectively Understanding audience, purpose and usability Understanding conventions of online and print communication Exploring Physical, Mental, Social, & Legal E-Safety issues Taking appropriate measures to reduce risk when using ICT 	<p>E-Safety & Communication</p> <ul style="list-style-type: none"> Using collaborative and individual communication tools Understanding audience and purpose Considering conventions of online and print communication Protecting physical safety when using ICT in more than one context Protecting emotional well-being when using ICT in more than one context Assessing risk when using ICT
Autumn 2	<p>Data & Systems</p> <ul style="list-style-type: none"> Understanding the requirements of systems in a range of contexts Investigating devices, components, and software Describing an existing computer system and suggesting upgrades Investigating the history of Computing Using and creating appropriate data structures for a given purpose Converting data into information for a given audience and purpose 	<p>Data & Systems</p> <ul style="list-style-type: none"> Considering the requirements of systems in a range of contexts Identifying devices, components and software Describing an existing computer system Investigating the history of computing Selecting and using a range of data structures Sorting, searching, and reporting - converting data into information
Spring 1	<p>Computational Thinking</p> <ul style="list-style-type: none"> Creating algorithms to solve a given problem Creating logic circuits and truth tables Comparing search & sort algorithms Basic binary operations Codes and Ciphers 	<p>Computational Thinking</p> <ul style="list-style-type: none"> Identifying a range of suitable algorithms to solve a given problem Using logic gates and truth tables Exploring search & sort algorithms Counting in and converting to binary Codes and Ciphers
Spring 2	<p>Digital Making</p> <ul style="list-style-type: none"> Using PRIMM and DRPEPPER effectively Using a textual programming language Using a combination of inputs Using Digital Making to solve a problem Considering audience, purpose and usability 	<p>Digital Making</p> <ul style="list-style-type: none"> Understanding the project cycle (DRPEPPER) Using PRIMM Using a programming language Using sensors Using Digital Making to meet a need Beginning to consider audience, purpose and usability
Summer 1	<p>Networks</p> <ul style="list-style-type: none"> Comparing network types & topologies Describing network hardware Exploring network layers Explaining data transmission Reading URLs Exploring Cybersecurity & Encryption 	<p>Networks</p> <ul style="list-style-type: none"> Describing network types & topologies Identifying network hardware Describing data transmission Identifying parts of a URL Exploring Cybersecurity

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Summer 2	<p style="text-align: center;">Digital Media</p> <ul style="list-style-type: none">• Working to a brief• Creating, selecting and repurposing assets• Animation• Audio• Video• Embedding multimedia content in a website• Considering audience, purpose, and usability	<p style="text-align: center;">Digital Media</p> <ul style="list-style-type: none">• Beginning to work to a brief• Selecting and repurposing assets• Animation• Audio• Video• Sharing multimedia content• Considering audience and purpose
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