Curriculum Intent

The aim of IT and Computer Science is to develop young people who are digitally literate, resilient and have problem solving skills. Students will develop transferable skills to use across the curriculum, and in the wider world.

o **What am I studying this year and how and when will I be assessed?**

Knowledge & Skills	Time of Year	Assessment	Homework
Digital Impacts of Technology This topic will cover a range of computer science topic areas.	Autumn Term 1	Assessed through IT & Computer Science Assessment w/c 16th October	At KS3, HW can take various forms, including creating resources that may aid subsequent revision, recap quizzes, research tasks, relevant iDEA badges or written questions.
Visual Identity and Website Creation Understanding design styles and branding to create a visual identity and creating a website to match.	Autumn Term 1 & 2	Visual Identity will be assessed through IT & Computer Science Assessment w/c 16th October w/c 4th December - Assessment by a quiz alongside and showcase of work	
IT & Computer Science Assessment This assessment will cover Digital Impacts of Technology and Visual Identity alongside skills and knowledge learnt in previous years.	Autumn Term 1	w/c 16th October Feedback w/c 6th November	At times, there may be practical homework, such as creating a game using a programming language, working on website creation etc. **On average, students should receive one piece of homework per half term. Prior to each end-of-unit assessment, an additional revision homework may be set.**
Problem Solving and Python Programming Learn problem solving skills before learning to solve problems using Python. Python programming skills including sequencing, selection & iteration and debugging programs.	Spring Term 1	w/c 19th February - Multiple choice questions with a practical task linked to skills learnt.	
E-safety & Cyber Security Staying safe online and online security. Learn about malware and how to be protected online	Spring term 2	No formal assessment; assessed through quizzes within lessons	
AI/Machine Learning Develop a basic understanding of this topic through the use of examples in the real world and coded examples	Summer Term 1	No formal assessment; assessed through quizzes within lessons	
Project A project to put into practice skills that have been learnt throughout the year, with a specific focus on either IT skills for future jobs or skills to prepare for studying IT or Computer Science at GCSE.	Summer Term 2	This will be assessed through the project completed in lessons.	

Students will also work on their iDEA award throughout the year, learn about e-safety & Cyber Security and will look at careers within IT & Computer Science.

o Students will be submitting work to Google Classroom throughout the year and feedback will be given both verbally and through private comments on Google Classroom to the students.

To access google classroom please refer to the **Google Classroom Guide.** Students will be assessed at the end of each topic.

Enhancing IT & CS Skills & Knowledge
Students can also work on their iDEA award throughout the year. www.idea.org.uk The goal is for students to achieve their Bronze award by the end of Year 9, as a minimum.

Edgbarrow School
Year 9
IT & Computer Science

Marking for Literacy	**Students will demonstrate pride in their work by:**
(Longer answers and written work will be marked for at least one of the below, your teachers will tell you which.) Sp – Spelling mistake of key term // - Needed new paragraph C – Capital letter missing P – Punctuation needed Expr - Expression	– Take care of your book and work area. Including Sensible Folder Structure & File Names – Title and date all work – Write as neatly as you can in pen and make sure your electronic files are neat & readable. – Update & improve any incorrect work. – Upload all work to Google Classroom – Diagrams, graphs, drawings should all be done in pencil or electronically.