St Benet Biscop: KS3 IT & Computing Learning Journey – Year 9

Our aim is to provide a high-quality computing education which equips students to use computational thinking and creativity to understand and change the world.

Year 9

Vector and Media Project

BTEC

Assessment

Media project

Monochrome icons

Software to draw geometrical shapes

Introduction to Vectors, graphics & Media

Assessment

Mobile App Development

Term 3

Assessment

Intro to app project

Code.org

App Lab

Pair programming

Debugging

IT – Web Design & Development

IT – Web Design & Development

Website development & Review

Hyperlinks

Website software

What makes an effective website

Mood Board

IT and the world of work - Business Environment

Assessment

Term 2

Mind mapping software

Logo Design

Flyer/ leaflet design

Social Media

Assessment

Scratch project

Logical expressions/ De-Bugging

Introduction to Coding - SCRATCH

Assessment

CONSEQUENCES

Staying Safe Online

Algorithms

Code blocks

Introduction to coding

Assessment

Consequences of our online behaviour

Pressures of a digital world

Digital footprint

E- Safety Project

On line Safety

Year 9 Term 1

Introduction to IT, Passwords and folder structure

Welcome to your workstation

E- Safety project set

Cyberbullying

Online relationship and sexting