Year 9 ICT/CS Learning Map

- TERM 1 -

eSafety and Cryptography

We start Year 9 with a more in depth refresher focussing on the dangers of social media and how online behaviour now can affect future and digital footprints. We will look at the impact of cyberbullying on others and ensure that students know how to act safely and responsibly online.
We then look at the history of cryptography and research code breaking through time. Students create various ciphers demonstrating the use of encryption and decryption.

LINKS TO PRIOR LEARNING

Students will build upon eSafety knowledge from Years 7 and 8 but develop these and look at more in depth scenarios. They will also apply their knowledge from Year 8 with regards to computational thinking.

- TERM 2 -

Digital Graphics

The new term brings new exciting challenges for our Year 9s where they learn how to source appropriate digital artefacts within copyright legislation. They develop their existing digital graphics skills to create and edit digital artefacts for a given scenario.

LINKS TO PRIOR LEARNING

Students will expand their previous knowledge of digital graphics and learn how to apply more advanced tools. They will also learn that target audience is key and why the Systems Development Life Cycle is an integral part of any project.

- TERM 3 -

Pre-production Documentation

Students will spend the final term of the year looking at the importance of the planning stage of the Systems Development Life Cycle (SDLC). They will learn the value of planning documentation and then put this knowledge into practice by carrying out planning for a specified client brief.

LINKS TO PRIOR LEARNING

Students will build upon their knowledge of the SDLC from Term 2 and put this into practice with a project from planning through to evaluation.