

OVERVIEW

In Year 9 students develop a range of skills that allow them to get a better understanding of different sectors of computing. Students will begin to develop their skills in 3 main areas: Digital Literacy, ICT and Computer Science. The students build upon previous skills learnt to develop and enhance their knowledge and understanding. For example, developing Python in year 7 through to year 8 and 9. Students will further develop their graphic skills and understanding of iMedia theories which will support their understanding of the relationship between the media product, audience and purpose.

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Unit 9.1 Programming

- Input data (using input function, variables, casting), Output data (using print function, use of arithmetic operators)
- Sequence, selection and iteration (IF-ELSE, and IF ELIF-ELSE)
- Counter-controlled iteration (For loops), Condition-controlled iteration (WHILE loops), Turtle (Turtle module)

Unit 9.2 iMedia (Theory)

- Camera shots and angles
- Representation (Gender, stereotypes, counter stereotypes)
- Characterisation-STEAL

Assessment:

Unit 9.1 Programming
Practical Tasks (Multiple choice questions).

Unit 9.2 iMedia (Theory)

- End of Unit assessment (Online/Written)
- **Section A** – short knowledge recall questions which interleave previous topics.
- **Section B-** Practical assessment- (Film Analysis)
- **WCF (whole class feedback)**

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Unit 9.3 Networks

- What is a network-packets of information, WAN vs LAN
- Advantages of networks
- Network topologies, What is the WWW vs internet
- Domain names, IP addresses and DNS, Email and VoIP, Network Protocols

Unit 9.4 Cyber Security

- Ethical use of computer systems
- Hacking and ethical hacking
- Data Breaches/Theft, cybersecurity

Assessment:

Unit 9.3 Networks
Multiple choice questions.

Unit 9.4 Cyber Security

- End of Unit assessment (Online/Written)
- **Section A** – short knowledge recall questions which interleave previous topics.
- **Section B-** (ethical use of computers, data breaches, cyber security)
- **WCF (whole class feedback)**

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Unit 9.5 iMedia (Graphics)

- Puff/pug/plug
- Creating a masthead
- Interleaving
- Editing digital images (rubber tool mastering layers (Surrealism Photography)
- Typography, drop cap
- House Style
- Practical case study-Magazine (Client brief, generating ideas- mood boards, visualisation)

Assessment:

- End of Unit assessment (Online/Written)
- **Section A** – short knowledge recall questions which interleave previous topics.
- **Section B-** Practical assessment- (Film Analysis)
- **WCF (whole class feedback)**

Useful resources for supporting your child at home:
[Forms of attack - System security - OCR - GCSE Computer Science Revision - OCR - BBC Bitesize](#)
[Sue Farrimond Tutorials - Creating Media Products \(google.com\)](#)

App: (FREE)
Pixlr, Snapseed