



WICKERSLEY
PARTNERSHIP
TRUST

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ICT

YEAR 9 Curriculum Newsletter

Contact



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Curriculum Intent

In Computing we aim to provide an engaging, challenging, well sequenced curriculum which is broad and balanced, covering a range of computing and ICT topics. We aim to develop our students into 21st Century Digital Citizens who are able to use digital technology safely and responsibly, and to teach students both how to use technology effectively, with an understanding of how it works.

We aim to engender a love of learning, self-belief and aspiration through 4 key intentions:

- The Removal of Barriers to Learning
- Developing Skills for Learning
- Developing Personal Attributes
- Enriching Student Experiences and Broadening their Horizons

The Computing and IT Department's core purpose at KS3 is to deliver an engaging and challenging curriculum through outstanding teaching and learning. Our aim is for students to develop skills and knowledge in digital technologies and computer science, to prepare them for a future in a world where the use of this technology is fully embodied. Students are given the opportunity to develop their computer coding and digital technology skills, allowing them to take their studies onto KS4 and beyond, developing skills that can be applied in a range of career paths and industries.

Year 9 Curriculum

Introduction to Data and Data Manipulation

Spreadsheet data modelling skills in Microsoft Excel. Covering a range of disciplines including formatting, functions, formulae, conditional statements and charts.

Python Programming

Building on the text based programming skills with small basic in Year 8, students will cover key programming constructs such as sequence, selection and iteration using the Python programming language.

WPT in The Park

A project based around a fictitious music event. Using a range of ICT skills and software packages are used to create digital products for the event. These include image manipulation, sound editing, website design and 3D modelling.

Video Editing

Using video editing software to add features such as filters, stickers, speed changes, background music and effects including split, reverse, and other editing tools to make videos look more polished and professional.

HTML and CSS

Exploring the fundamental technologies behind websites. Students will learn the basic skills required to create a web page using HTML, adding key elements such as titles, headings, images, hyperlinks and tables. Students will also learn the fundamental principles of CSS, using these to style key components of a web page.

Hardware, Software and Networks




Students will explore the key components that make up computer systems. Students will cover the role of hardware components such as the CPU, RAM and secondary storage along with different types of software.

Assessment Points




Students are assessed at the end of each topic, roughly once per half term. Assessments are in a variety of formats including short and long answer written questions, multiple choice questions and practical tasks.

Immerse Yourself

BBC Bitesize ICT

-  Develop Skills
-  Online Tests
-  ICT Revision at home

KS3 Seneca Revision

-  Get Revising Quicker!
-  Large Variety of ICT Topics
-  Study Support and Revision

These are some great educational tools to help students when revising.

If they are struggling with topics in lessons or want to enhance their learning in the classroom then these links are an ideal place to cover content at home.

Test Your Knowledge with EducationQuizzes...

EducationQuizzes KS3 ICT questions are a fantastic way to memorise relevant terms to help you with your studies. Click on the icon below to start!



Praise and Reward

Our rewards system can be broadly split into four categories: classroom level, subject level, school level and privilege rewards. We'll focus on classroom and subject rewards here - for more information about our rewards schemes, please see our website.

CLASSROOM LEVEL REWARDS

Awarded for: working hard, taking risks and rising to a challenge, making mistakes and learning from them, helping others, and taking pride in the school community.

Rewarded by: praise postcards, positive phone calls to parents/carers, positive text messages home, and lesson-based prizes.

SUBJECT LEVEL REWARDS

Reward scheme: Star of the Week, curriculum awards (Subject/School Way, participation, working with pride, embracing the whole curriculum), high flyer, extra mile, most improved.

Rewarded by: names displayed on reward boards, certificates, social media posts.

Broadening Horizons

We aim to broaden horizons by introducing software tools that can be used for a wide range of purposes. Many of the tools introduced are free and available for students to use at home.

We ensure that students understand how software can be used in the real world, e.g. to plan an event or manage finances. We also introduce students to hardware and software that many students may not have access to outside of school, including Micro:bits, the Adobe suite, Microsoft Office, Chromebooks and PCs.



Python Programming

Python is a general-purpose, high-level programming language that's used for a variety of tasks, including: building software and websites, automating tasks, data analysis and visualization, machine learning, and creating games. Click on the logo to find out more!

CGI: What Is It?

In this short video by Lachlan Whelan Productions, they explain what CGI is, and how it is created in films. It shows how it is important to have knowledge of editing softwares in order to create the CGI effect. Click on the logo to learn more!



Careers

We run a series of 'Careers in the Curriculum' weeks in our school. For ICT, this week takes place in December. Students take part in a number of activities to encourage them to think about how what they learn in the classroom can be applied in a number of future careers including: IT Manager, Software Developer, Data Scientist, Web Developer and Information Security Analyst.

Click on the logo below to hear about the career of a Software Developer!



The Computing Way

The Computing Way is designed to help students become young subject specialists and has a key focus on the vital skills needed to achieve their full potential in this subject area.



Have your say! ✨

At WPT we're always looking for feedback. If you have any thoughts/opinions on this Curriculum Newsletter, its content or the curriculum in general, please click on the title to fill out a short feedback form.