Curriculum Map

Subject: **IT and Computing**   **Year Group: 9**

Time Period	Autumn Term	Spring Term	Summer Term
Content	Students will cover 2 units of work: **Unit 1 Spreadsheets –** In this unit, students will use spreadsheet tools to analyse data from a number of spreadsheet model scenarios. They will learn how to use different formulae and functions. Students will learn about the different ways that data can be presented and why different representations are suitable for different audiences and purposes **Unit 2 Movie Maker –** For this unit students will explore the use of Serif Movie Plus. Students will learn how to build their skills to create a movie/advert that incorporates images, sound and videos. They will then apply these skills to plan and create an advert for an Animal Shelter.	**Unit 3 App Design –** In this unit students will design and create their own Apps suitable for using on a smart phone or tablet. Students will use online app development software, App Lab, to design their user interface and then use block based programming to code and add functionality to their app. Students will be able to test and interact with their app as if it were a real life application. Students will build their skills through a number of different tasks leading to creating a game scenario.	**Unit 4 Enterprise –** This unit will teach students how to use IT skills in a business context. Incorporating the skills that they have developed in past units during key stage 3, students will create a product/brand that they wish to market. They will create a range of digital promotional materials and carry out financial analysis for their product. Students will understand the importance of using competitor and target audience research to drive a successful product. Students will pitch their ideas in a "Dragon's Den" style pitch.

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Skills	Students will learn how to use a spreadsheet to calculate and analyse sets of data using spreadsheet software. Students will be able to create appropriate visual representations of this data. This is a skill that is widely used in the most job sectors. Student will demonstrate how to create a professional looking video advert using a video/image editing software. They will understand the importance of creating products that have an impact on a particular target audience and are fit for the intended purpose.	Students will gain the skills to mimic apps used in the real world by creating a graphical user interface. They will build on their programming skills, drawing from their previous Python and Scratch programming units.	This unit allows the students to draw upon the different skills they have learnt during the units studied at KS3, including Graphics, Website Development, Spreadsheets, Video editing and Animation. These are all skills that relate to real workplace scenarios.
Key Questions	What is a Spreadsheet? What features make up a spreadsheet? How do I calculate using different formulae and functions? What types of graphs are appropriate to represent this data set? What is an Axis? What is absolute cell referencing? Who are your Target Audience for your advert? What is the purpose of your advert? What key features should we include in our advert? What is a transition? How do you trim your video? How do I import and export my media files?	What is an app? How do I create an app to suit the needs of the audience and purpose? What user interface features are essential for my app to be user friendly?	In what ways can I advertise my product? Who are my target audience? Who are my competitors? What is profit and loss?

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Assessment week and content	Unit 1 Spreadsheets – wb 16/10 Unit 2 Movie Maker – wb 11/12	Unit 3 App Design – wb 18/03	Unit 4 Enterprise – wb 08/07

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