

Computer Science and Media Studies Year 9 Curriculum Overview

What is the Year 9 Computer Science and Media Studies curriculum aiming to achieve?		
What do we want our Year 9 ICT to be like?	How are we building on prior learning?	How can parents/carers support their child's learning?
<ul style="list-style-type: none"> • Good computational thinkers • Have an awareness of the bigger impact of technology and its use • Understand what makes a successful media product • Understand how to work to a client brief and within target audience requirements 	<ul style="list-style-type: none"> • Computer basics learnt in Y8 • Research skills enhanced • Demonstrate legal implications from previous module • Develop computer programming into subroutines • Develop an understanding of media codes and conventions 	<ul style="list-style-type: none"> • Visit computing museums or science museums. • Stay up to date with new technology and social media • Visit technology websites • Sign up to computing websites eg codecademy, Khan Academy

How are we organising the Year 9 Computer Science and Media Studies curriculum?						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topics	Client Interpretation; identifying and analysing target audience.	Decomposition, thinking ahead, abstraction. Design, implement, test	Cyber security legal, moral, ethical aspects of computer science	Video editing skills, introduction to codes and conventions,	Subroutines: Use, importance, and when to use subroutines	Introduction into different media products and their codes and conventions.
Threshold Concepts	Ideas generate produce a visualisation diagram and a final product.	The importance of designing an algorithm, being able to break down problems	To understand legal consequences and limitations.	Combine skills learned to produce a video suitable for a given brief.	How to define and call a subroutine, suitability of use	Identify codes and conventions within media
Skills	Idea Generation Mood board creation Independent research	Thinking ahead Breaking problems down Writing computer code	Legal consequence Understand digital impact on environment	Video editing skills, use of sound and rendering into final formats	Computer code Define subroutines	Analyse the connotations behind media and their meaning
Enrichment within the curriculum	Students will have the opportunities to engage in a variety of programming activities and challenges, all of which will give the students a wider knowledge base to understand their career options. Students will get to use imagination and their own creativity with open ended briefs, allowing them to see just how much ICT can impact on all aspects of their daily lives.					
Cross curricular links	<ul style="list-style-type: none"> • Use the feedback received to enhance learning across all subject areas. • Artistic and creative elements across different mediums. • Business management skills required to understand a client brief 					
Extra-curricular opportunities	Raspberry Pi competition - challenging schoolchildren to invent systems that could benefit society using their engineering and coding skills, and a Raspberry Pi microcomputer.					

What are the intended outcomes of the Year 9 Computer Science and Media Studies curriculum?						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Opportunities to show progress (Assessments)	Production of a media product in line with client brief	Assessment portfolio	End of unit Assessment	Production of a media product demonstrating skills learnt	An advertising video suitable for the brief	Production of a media product in line with codes and conventions
Impact on personal development (SMSC)	<i>Students consider media and the hidden messages being communicated within them. They start to consider how we interpret a range of media and how companies use this to meet target audience needs. They consider cybercrime in relation to the digital age and how to become a good digital citizen.</i>					
Preparation for the next	<i>Year 9 is really designed to explore our Key Stage 4 Options, so that students can make an informed decision as to whether they would like to study Creative iMedia or Computer Science.</i>					

stage of education	
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