

Stone Hill School  
Curriculum Plan 2019/20  
Computing Year 9

**Intent:** Use search technologies effectively, appreciate how results are selected and ranked, and be evaluate digital content.  
To use appropriate software to design and create a webpage.  
To learn how to use email safely.  
To use software and digital devices for recording sound.

Term	Week/s	Topic/Theme <i>Life skills</i>	Learning Outcomes Knowledge and Skills To know, to use, to apply...	Literacy Link Numeracy Link SMSC Link
Autumn 1	1-7	Web-design	To identify and comment on the layout and features of web pages. To use the advanced features of Google's web search. To design a Home Page for a website.	<b>Literacy – Speaking and Listening:</b> Picking out appropriate text. <b>Writing:</b> Writing for different purposes, evaluating. <b>SMSC –</b> Investigate moral and ethical issues. Understand consequences. Recognise right and wrong. <b>Numeracy –</b> Money (converting pence (45p) to pounds (£0.45). Percentages and fractions. Temperature and negative numbers. Exploring place value  <b>Internet Safety</b> Be careful of all digital content.  <b>Gatsby Benchmarks –</b> 1.A stable careers programme  3. Addressing the needs of each pupil  4.Linking curriculum learning to careers  8. Personal guidance
Autumn 2	8-15	Online Safety	To recognise acceptable/unacceptable behaviour online. To identify a range of ways to report concerns about content and contact.	
Spring 1	1-6	E-Mail	To list a range of different ways to communicate. To open an email and respond to it. To attach work to an email. To know what CC means and how to use it.	
Spring 2	7-12	Podcasting	To research and plan digital content for a radio podcast. To use software to create own sounds by recording, editing and playing. To design and record a persuasive radio advert for a product or service.	
Summer 1	1-5	Presenting Data	To use number formatting tools within to appropriately format numbers. To use a line graph to present temperature. To use a series of data in a spreadsheet to create a line graph.	
Summer 2	6-12	Game Design	To review and analyse a computer game. To design the setting for their game so that it fits with a selected theme. To design characters for their game. To write informative instructions for a game so that other people can play it. To evaluate my their own and peers' games to help improve their design for the future.	

**Intended impact:** For pupils to identify where to go for help and support when they have concerns about content or contact on the internet or other  
For pupils to be aware of current online safety issues.  
For pupils to be aware of how to stay safe using email.  
For pupils to make practical use of a spreadsheet to help them plan actions.

online technologies.