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Principal: Mrs C Stanyer

Subject: Computing

Year 9 Curriculum Map 2024 - 25

Week Commencing	Topic (including links to additional resources)	Assessment Window
Staff INSET 02/09 Students Return 03/09	<u>Induction</u> , welcome, logging into Teams, health and safety, computer user agreement	
09/09/2024	<u>Introduction to programming</u> – Using Python, students will use input, output and variables to store data and return this to the user.	
16/09/2024	<u>Programming – Selection</u> . Students will learn how to use IF and MATCH / CASE keywords to allow Python to make decisions and follow programmatic paths	
23/09/2024	<u>Programming – FOR loops</u> . Students will learn how to use count controlled iteration to allow Python to repeat program code a specific number of times.	
30/09/2024	<u>Programming – WHILE loops</u> . Students will learn how to use condition controlled iteration to allow Python to repeat program code until a condition is met.	
07/10/2024	<u>Programming – combining keywords</u> . Students will learn how to combine IF / WHILE / FOR / INPUT and PRINT into cohesive and well-planned out programs to solve problems	
14/10/2024	<u>Programming – Subroutines and arrays</u> . Students will learn how to utilize arrays/lists to store multiple items of data and subroutines to decompose programs into reusable parts.	
21/10/2024	Programming – learning checkpoint	
October Half Term		
04/11/2024	AR1 Revision and preparation lesson	
11/11/2024	AR1 and CR to follow	Achievement Round 1
18/11/2024	AR1 CR and re-teach/re-test	Achievement Round 1
25/11/2024	<u>The start up - Enterprise & Entrepreneurship</u> In this unit, students will be introduced to a range of business concepts and topics and apply their ICT skills in a meaningful world of work setting. Students will be presented with a scenario where an opportunity exists for a new business venture. They will first identify what it means to be an entrepreneur and the skills/personal qualities of a successful entrepreneur.	
02/12/2024	<u>The start up. Risk & Reward</u> . Students will now learn about the risks and rewards of becoming an entrepreneur.	

Ormiston Meridian Academy is committed to safeguarding and promoting the welfare of children and young people and expects all staff and volunteers to share this commitment.



09/12/2024	The start up. Promoting the Business. Students will now learn about the different methods of promotion, considering their target market and branding.	
16/12/2024	The start up. Branding & Logo Design. Students will use their ICT skills to create a range of promotional marketing products to support their brand identity, starting off with an effective logo.	
Christmas Break		
06/01/2025	The start up. Branding & Logo Design. Students will use their ICT skills to create a range of promotional marketing products to support their brand identity, starting off with an effective logo.	
13/01/2025	The start up. Branding & Animated Advertising Banner. Students will use their ICT skills in Fireworks to create a range of animated advertising banners, promoting their business event.	
20/01/2025	Business learning checkpoint	
27/01/2025	DIT taster lesson 1 – Understanding customer needs – students will learn about how to analyse a customer brief and develop a list of requirements for their project.	
03/02/2025	DIT taster lesson 2 – Planning tools – students will learn about the various planning tools that can be used to help plan and monitor their progress throughout their project.	
10/02/2025	DIT taster lesson 3 – Design stage – students will learn about how to plan out an effective design for their IT solution.	
February Half Term		
24/02/2025	DIT taster lesson 4 – Creation – Students will learn about how to create a working prototype of their IT solution to meet the customer requirements set out earlier in the project.	
03/03/2025	DIT taster lesson 5 – Evaluation – students will learn about how to create an effective evaluation about the IT solution they have created and how well it was able to meet the requirements set out.	
10/03/2025	DIT learning checkpoint	
17/03/2025	Algorithms lesson 1 - Students will learn to understand the concept of sorting algorithms and why they are important in computing. They will be introduced to basic sorting techniques and practice sorting a list of numbers using simple methods.	
24/03/2023	Algorithms lesson 2 - Students will learn to implement and describe the bubble sort algorithm. They will practice sorting lists by repeatedly swapping adjacent elements that are out of order and analyse how the algorithm gradually "bubbles" the largest unsorted element to its correct position.	
31/03/2025	Algorithms lesson 3 - Students will learn to apply the insertion sort algorithm to arrange a list in order. They will practice inserting elements into their correct position within a sorted portion of the list and examine how the algorithm builds up the sorted list one element at a time.	
07/04/2025	Algorithms lesson 4 - Students will learn to differentiate between linear and binary search algorithms. They will practice using linear search to find an element in an unsorted list and binary search to find an element in a sorted list, understanding the advantages and limitations of each method	
Easter Break		
28/04/2025	Algorithms lesson 5 - students will learn to compare the efficiency and effectiveness of bubble sort, insertion sort, linear search, and binary search. They will analyse which algorithms are best suited for different scenarios based on their complexity and performance	
05/05/25	Algorithms learning checkpoint	

12/05/2025	Creative project 1- students will combine their previous taught digital skills to complete an independent project focussing on solving a problem utilising Computing, It and Business concepts.	
19/05/2025	Creative project 2 - students will combine their previous taught digital skills to complete an independent project focussing on solving a problem utilising Computing, It and Business concepts.	
May Half Term		
02/06/2025	Creative project 3 - students will combine their previous taught digital skills to complete an independent project focussing on solving a problem utilising Computing, It and Business concepts.	
09/06/2025	Creative project 4 - students will combine their previous taught digital skills to complete an independent project focussing on solving a problem utilising Computing, It and Business concepts.	
16/06/2025	AR3 Revision and preparation lesson	Achievement Round 3
23/06/2025	AR3	Achievement Round 3
30/06/2025	AR3 CR and re-teach/re-test	Achievement Round 3
07/07/2025	Creative project 5 - students will combine their previous taught digital skills to complete an independent project focussing on solving a problem utilising Computing, It and Business concepts.	
14/07/2025	Creative project 6 - students will combine their previous taught digital skills to complete an independent project focussing on solving a problem utilising Computing, It and Business concepts.	
21/07/2025	Review of the year in Computing	