Ormiston **Meridian** Academy

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Ormiston Academies Trust
AN OAT ACADEMY

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Subject: COMPUTING		Year 9 Curriculum Map 2025 - 26
Week Commencing	**Topic (including links to additional resources)**	**Assessment Window**
Staff INSET 01/09 Students Return 02/09	<u>Induction</u>, welcome, logging into Teams, health and safety, computer user agreement	
08/09/2025	Further programming in Python – Selection. Use of IF statements to make decisions	
15/09/2025	Further programming in Python – Iteration. Use of FOR and WHILE loops to repeat sections of code.	
22/09/2025	Further programming in Python – Data Structures – how variables only store one item of data, arrays to store multiple items of data of the same type. Use of arrays in Python to store data and extract data at identified indexes.	
29/09/2025	Further programming in Python – Subroutines. Use of predefined functions, including LEN(), SUM(), BIN(), CHR() and POW(). Understand how data is passed between Python main code and functions	
06/10/2025	Further programming in Python – Subroutines 2. Understanding the benefits of modular programming, including creating functions using DEF keyword.	
13/10/2025	Learning Checkpoint	
20/10/2025	PASS GL Assessments	
October Half Term		
03/11/2025	<u>Introduction to Business - 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.	
10/11/2025	BEBRAS National Computing CHALLENGE	AR1
17/11/2025	AR1 Assessment	AR1
24/11/2025	<u>Introduction to Business - The start up.</u> *Risk& Reward.* Students will now learn about the risks and rewards of becoming an entrepreneur. They will also learn about the importance of market research. Finally they will try to ccreate their own business name for a given scenario.	
01/12/2025	<u>Introduction to Business - The start up.</u> *Promoting the Business, Branding & Logo Design.* . Students will now learn about the different methods of promotion, considering their target market and	

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.

Eco-Schools · FAIR ACTIVE SCHOOL · Healthy School · DofE · QUALITY IN CAREERS STANDARD · Young Engineers · ssat the schools, students and teachers network · The OAKS · allsorts LGBT+ Allyship Programme

	branding. 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.	
08/12/2025	**Introduction to Business - 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.	
15/12/2025	**Introduction to Business - 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.	
Christmas Break		
05/01/2026	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.	
12/01/2026	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.	
19/01/2026	DIT taster lesson 3 – Design stage – students will learn about how to plan out an effective design for their IT solution.	
26/01/2026	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.	
02/02/2026	**Options 2026 Lesson – Students will be given a lesson to explore the 2026 options subjects offered by the Computing and Business Faculty. Guided learning by faculty teaching staff.**	
09/02/2026	E-Safety and AI. How to stay safe online. The dangers of oversharing information via social media.	
February Half Term		
23/02/2026	E-Safety and AI. What is machine learning? How do LLMs work such as ChatGPT and CoPilot.	
02/03/2026	E-Safety and AI. Ethical issues with AI. Safe use of AI and use in an academic setting, including copyright and plagiarism issues.	
09/03/2026	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.	
16/03/2026	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.	
23/03/2026	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.	
Easter Break		
13/04/2026	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	
20/04/2026	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	
27/04/2026	Creative project 1- students will combine their previous taught digital skills to complete an independent project focusing on solving a problem utilising Computing, It and Business concepts. Focus on e-safety.	
04/05/2026	Creative project 2 - students will combine their previous taught digital skills to complete an independent project focusing on solving a problem utilising Computing, It and Business concepts. Focus on e-safety.	

11/05/2026	Creative project 3 - students will combine their previous taught digital skills to complete an independent project focusing on solving a problem utilising Computing, It and Business concepts. Focus on e-safety.	
18/05/2026	Creative project 4 - students will combine their previous taught digital skills to complete an independent project focusing on solving a problem utilising Computing, It and Business concepts. Focus on e-safety.	
May Half Term		
01/06/2026	Creative project 5 - students will combine their previous taught digital skills to complete an independent project focusing on solving a problem utilising Computing, It and Business concepts. Focus on e-safety.	
08/06/2026	Rank Order Assessment Revision and preparation	
15/06/2026	Rank Order Assessment Part 1	ROA
22/06/2026	Rank Order Assessment Part 2	ROA
29/06/2026	Rank Order Assessment Critical Reflection Lesson	ROA
06/07/2026	E-Safety Week	
13/07/2026	Enrichment	
20/07/2026	FLEXI inset	