

Computing Year 9 Curriculum Map 2026/27

Week Commencing	Lesson topic	HAIL	Assessment
Staff INSET 01/09 Students Return 02/09	<u>Induction</u> , welcome, logging into Teams, health and safety, computer user agreement		
07/09/2026	Further programming in Python – Selection. Use of IF statements to make decisions	SENECA – 2.3 – Python – 2.3.6 – Selection & 2.3.7 - Iteration	
14/09/2026	Further programming in Python – Iteration. Use of FOR and WHILE loops to repeat sections of code.		
21/09/2026	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.	SENECA – 2.3 – Python – 2.3.5 Type Coercion & 2.3.2 - Input	
28/09/2026	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		
05/10/2026	Further programming in Python – Subroutines 2. Understanding the benefits of modular programming, including creating functions using DEF keyword.	SENECA – 2.2 – Designing Code – 2.2.1 – Code & 2.2.2 Programs	
12/10/2026	Learning Checkpoint		Python - Learning Checkpoint
19/10/2026	PASS GL Assessments	SENECA - 2.2 – Designing Code – 2.2.3 – Writing your own program & 2.2.4 – Designing a Basketball game	
October Half Term			
02/11/2026	Introduction to Business - The start up - Enterprise & Entrepreneurship 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.		
09/11/2026	BEBRAS National Computing CHALLENGE	BEBRAS – online practice questions	
16/11/2026	Introduction to Business - The start up. 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 create their own business name for a given scenario.		
23/11/2026	Introduction to Business - The start up. Promoting the Business, Branding & Logo Design. . Students will now learn about the different methods of promotion, considering their target market and 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.	SENECA -3.2 – Software	
30/11/2026	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.		
07/12/2026	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.	SENECA -1.1 Computational Thinking – 1.1.1 Abstraction Thinking	Business Learning Checkpoint
14/12/2026	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.		
Christmas Break			

04/01/2027	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.	AR1 Revision List	
11/01/2027	AR1 Revision		AR1
18/01/2027	AR1 Assessment and Critical Reflection		AR1
25/01/2027	DIT taster lesson 3 – Design stage – students will learn about how to plan out an effective design for their IT solution.		
01/02/2027	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.	SENECA -1.1 Computational Thinking – 1.1.2 Decomposition Thinking	
08/02/2027	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.		
February Half Term			
22/02/2027	E-Safety and AI. How to stay safe online. The dangers of oversharing information via social media.	SENECA – 6.1 Protecting yourself online – 6.1.1 – Digital Footprints & 6.1.2 – Leaving a safe online footprint	
01/03/2027	E-Safety and AI. What is machine learning? How do LLMs work such as ChatGPT and CoPilot.		
08/03/2027	E-Safety and AI. Ethical issues with AI. Safe use of AI and use in an academic setting, including copyright and plagiarism issues.	SENECA – 6.1 Protecting yourself online – 6.1.3 – Online Safety & 6.1.6 People Online	
15/03/2027	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.		
22/03/2027	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.	SENECA – 1.2 – Algorithms – 1.2.1 – Algorithms & 1.2.12 Bubble Sort	
Easter Break			
12/04/2027	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.		
19/04/2027	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	SENECA – 1.2 – Algorithms – 1.2.8 – Search Algorithms & 1.2.13 Insertion Sort	
26/04/2027	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		Algorithms Learning Checkpoint
03/05/2027	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.	SENECA – 1.2 – Algorithms – 1.2.9 – Linear Search & 1.2.10 Binary Search	
10/05/2027	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.		
17/05/2027	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.	AR3 Revision List	

24/05/2027	Rank Order Assessment Revision and preparation	AR3 Revision List	EKS3 ROA
May Half Term			
07/06/2027	Rank Order Assessment Part 1		EKS3 ROA
14/06/2027	Rank Order Assessment Part 2	AR3 Revision List	EKS3 ROA
21/06/2027	Rank Order Assessment Critical Reflection Lesson		EKS3 ROA
28/06/2027	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.	SENECA -1.1 Computational Thinking – 1.1.3 Algorithmic Thinking	
05/07/2027	E-Safety Week		
12/07/2027	Enrichment		