



## **Year 9 ICT**

### **Course Outline**

Information and Communications Technology (ICT) is now part of the educational experience of children in most parts of the world. Taught as a subject in its own right, as well as being embedded within the curriculum, ICT is increasingly regarded as a new 'literacy', alongside reading, writing and numeracy. Our ICT and Computer Science Curriculum is designed to introduce learners to the key ICT applications they need to use, in order to acquire that literacy and to understand the impact of technology on our daily lives. The syllabus provides a framework in which ICT competence and practical skills can be developed within an environment that is appropriate for the age of the learners. It also provides a structured scheme of assessment. Modules can be delivered according to the needs of each learning situation – across the curriculum or as a separate course of study.

### **Course Aims**

Learners should learn to become critical and increasingly autonomous users of ICT, aware of the ways in which ICT tools and information sources can help them in their life and work. They should understand the limitations of such tools and of the results they produce, and use the concepts and relevant technical terms associated with ICT systems and software.

Throughout the year students will learn to become critical and independent users of ICT. They will develop their awareness of how ICT tools and information can help them in their work. They will appreciate the limitations of such tools and their results, and use the concepts associated with ICT systems and technical vocabulary

### **Assessment**

There are 6 units of work and students will be assessed at the end of each unit.

- 6 x End of unit practical tests – weighted at 60% of total
- 6 x Project work – weighted at 40% of total



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## Course Content

Each unit of work will take 6 weeks

### Term 1:

- Digital literacy and citizenship (iMovie)
- Databases for a Purpose (Access)

### Term 2:

- Websites for a Purpose (HTML)
- Networks for a Purpose

### Term 3:

- Apps programming (Code Academy)
- Robotics (Lego Mindstorm)