

# Beamont Collegiate Academy Curriculum Map



## Year 9 ICT

Intent	Implementation	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Clarity around knowledge	Theme / topic	Business Ownership	The Marketing Mix	The Economy and Business	Creative Interactive media	Creating dynamic content	Digital literacy masterclass
	Key substantive knowledge	<ul style="list-style-type: none"> <li>Types of enterprise</li> <li>Ownership structures</li> <li>Factors of business success</li> <li>Entrepreneurship</li> </ul>	<ul style="list-style-type: none"> <li>The 4 P's</li> <li>Understanding customer needs</li> <li>Analysing competitors</li> <li>Branding and promotion</li> </ul>	<ul style="list-style-type: none"> <li>External factors affecting enterprises</li> <li>Economic environment</li> <li>Markets and trade</li> </ul>	<ul style="list-style-type: none"> <li>What is multimedia</li> <li>What is interactivity</li> <li>Purpose and audience</li> <li>Skills within image editing: lasso / clone stamp / rotate / flip / hues, colours and tints / opacity / layers</li> </ul> <p><b>Digital literacy push</b></p> <ul style="list-style-type: none"> <li>Importance of formatting documentation</li> </ul>	<ul style="list-style-type: none"> <li>Animation: stop frame, pixel and graphical</li> <li>Understanding frame rates</li> <li>smooth animation creation</li> <li>The exportation involved in different kinds of dynamic content for use in different places with different purposes</li> </ul> <p><b>Digital literacy push</b></p> <p>Creating and formatting a presentation for a purpose</p>	<ul style="list-style-type: none"> <li>Importance of formatting documentation</li> <li>File formats and working between network and cloud</li> <li>Spreadsheet production and purposes</li> <li>Productivity in a digital environment</li> </ul>
	Disciplinary knowledge	<ul style="list-style-type: none"> <li>Compare and analyse</li> <li>judgement</li> </ul>	<ul style="list-style-type: none"> <li>Research</li> <li>Enquiry</li> <li>Analysis</li> </ul>	<ul style="list-style-type: none"> <li>The development of scientific thinking</li> <li>Critical thinking</li> </ul>	<ul style="list-style-type: none"> <li>Using all the tools mentioned above for varying purposes. Fun graphic distortion / subtle edits for spot the differences etc</li> </ul> <p><b>Digital literacy push</b></p>	<ul style="list-style-type: none"> <li>Creating stop frame animation</li> <li>Creating pixel animation</li> <li>Creating a graphical animated promotional social media animation</li> </ul>	<ul style="list-style-type: none"> <li>Using a wider range of the word processing skills</li> <li>Converting to a google doc and working to and from the cloud</li> <li>Exporting as a PDF</li> <li>Spreadsheet basics (cells, rows,</li> </ul>

					<ul style="list-style-type: none"> <li>Develop evidence word document with graphical evidence supported with annotation and formatting features</li> </ul>	<ul style="list-style-type: none"> <li>Using graphical editing tools to develop dynamic content</li> <li>Exporting content from a range of applications in a range of ways for multiple purposes.</li> </ul> <p><b>Digital literacy push</b></p> <ul style="list-style-type: none"> <li>Presentation development skills</li> </ul>	<p>columns, cell references, basic formulae)</p> <ul style="list-style-type: none"> <li>Using and producing graphs</li> <li>More advanced formulas and functions</li> </ul>
Clarity around sequencing	Main links across the curriculum		Term 1 Business ownership, characteristics and competition	Term 1 Factors for business success, characteristics of enterprises. Term 2 marketing and promotion, competition, customer needs	Graphical editing done in term 1 and 2 of y7	Graphical editing done in term 1 and 2 of y7	Spreadsheets not used anywhere else at KS3, as not required by CS or current IT qual, but reintroduced as it is a vital digi lit skill.
	Authentic cross curricular links	Social sciences Geography	Statistics Sampling	Social science Geography Politics	Links with art as the students are in essence creating digital art	Again links with art due to the graphics element involved and also with technology	Digital literacy prioritised here 2 <sup>nd</sup> half of year 9 to facilitate a successful transition to Ks4 for all students (computing specialising or not)
Vocabulary	Key words	Goods and services Needs and wants / Supply and demand Profit / Primary secondary tertiary sector / Competitive advantage / Gap in the market / Risk and	Product / Economies of scale / Competitor USP / Consumer Market research / Primary research / Secondary research	Supply and demand / Needs and wants / Income / Consumer / Interest rate / Unemployment / Globalisation/ Markets / Trade / Import export / GDP / Inflation / Recession	Multimedia / interactivity / target audience / purpose / components or assets development / image editing / tools and techniques: liquify / push / enlarge /	Multimedia / interactivity / target audience / purpose / components or assets development / image editing / tools and techniques: liquify / push / enlarge /	Word processing / presentation skills / spreadsheet / ribbons in the applications and associated tools: layout / insert / design / transitions / animations /

		reward / Entrepreneur Opportunity cost / Resources / Sole trader / Partnership Incorporated / Liability / Shareholders Stakeholders Market share / Dividends	Brand identity / Qualitative / Quantitative Product life cycle Saturated / Productive / Commission		shrink / opacity / lasso / freeform / polygon / clone stamp / layers / duplicate	shrink / opacity / lasso / freeform / polygon / clone stamp / layers / duplicate <b>ANIMATION key terms:</b> stop frame / frame rate (fps) / clone / duplicate / motion / fade / colour change / resize / pixel animation / preview window	slideshow / formulas / data Bullets / align / tabs / indent / styles / cells / rows / columns / cell references / formulas / functions
Assessment	Summative assessment	Characteristics and ownership report	Market research project	Business economics presentation	Eportfolio evidence. Inline content supported by embedded evidence		Final eportfolio with a comprehensive business, interactive media and digital literacy page
Links to the real world / careers / PD		Social sciences Living in the real world Local and national economy	Market research and customer service Competition Data and statistics	Politics and governance Taxation Brexit Covid-19 Planning Research methods Sociology	Interactive media developer Graphic designer	animator	accountancy