


Here you will find our curriculum overview for Computing. Computing at Key Stage 3 is delivered in rotations, which spans across the year; Approx. 12-14 Lessons

This information covers Year 9 - key stage 3. If you would like more information, please contact:

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Drama curriculum at Holly Lodge Girl's College complies with the Equality Act 2010, the Special Educational Needs and Disability Regulations 2014 and is accessible for pupil with SEND. Click here to view the SEND Policy.

		Topic 1	Topic 2
 <p>Year 9</p>	<p>Topic and Curriculum Content</p>	<p>In Year 9 Computing, students will further develop their digital, creative, and problem-solving skills through the iDEA Bronze and Silver Awards — recognised qualifications that build confidence and capability in technology.</p> <p>Over 14 lessons, pupils will complete online interactive “badges” and linked classroom tasks that cover key areas of the KS3 Computing National Curriculum.</p> <ul style="list-style-type: none"> • Digital Literacy & Safety: Understanding how to use technology responsibly, including cybersecurity, data protection, and online safety. • Web Development: Creating webpages using HTML and CSS, exploring structure, layout, and design principles. • Programming & Problem Solving: Reinforcing Python coding skills, applying logic, variables, and debugging techniques. • Creative Media: Using digital tools to design graphics, videos, and interactive content. • Game Design: Planning and building simple games that demonstrate creativity and coding knowledge. • Digital Ethics & Innovation: Exploring topics such as digital citizenship, entrepreneurship, and user experience design through Silver Award pathways. <p>By the end of the unit, pupils will have gained valuable digital, computational, and creative skills to prepare them for GCSE-level Computing and future digital careers.</p>	<p>This Year 9 Computing unit is highly practical, transforming your child into a digital marketer for a fictional street food vendor. The core project challenges them to build a comprehensive advertising campaign using Photopea, a free, powerful image editing tool similar to professional software like Photoshop.</p> <p>Digital Design Skills (Information Technology): They will gain technical mastery using Photopea to create high-quality assets like a final Logo, a print-ready Flyer, and Social Media Graphics. This includes complex techniques like working with Layers, Masking, and applying visual effects to images.</p> <p>Creative Strategy & Planning (Computational Thinking): Students learn to think strategically by conducting Market Research to define a Target Audience. They must then develop a cohesive Visual Identity (using Typography and colour schemes) and justify their design choices based on effective advertising principles.</p> <p>Media Literacy & Ethics (Digital Literacy): They will learn how to adapt designs for different platforms (print vs. online) and explore Ethical issues, including understanding Copyright laws for images and the importance of responsible advertising in their campaign strategy.</p>