



Year 9

Pathway 2/3/4

Computing - Term 2

Learning Intention: Computing

Project Titles:

- Faking it,
- Design an album cover
- E-waste

During this unit, students are introduced to a range of ways to use creative software effectively. Students will consider different techniques for customising and improving images. They will use graphics editing software to learn some of the more commonly used techniques in order to ‘improve’ the appearance various images. Use creative solutions to design their own album cover. Be exposed to Electronic waste, which is becoming a world-wide problem as many gadgets, computers and mobile phones are discarded simply because they are not the latest model.

It is important that students have an awareness of ICT and technology in the real world. This project provides students with the opportunity to find out about such issues. They undertake their own research and then have to determine which of the information they find is relevant and accurate.

Key knowledge that should be learned during this SoW	All (Pathway 2)	Most (Pathway 3)	Some (Pathway 4)
Concept:			
Knowledge:	●	●	●
Key Skills:	●	●	●

Language and/or communication skills:			
Curricular Links	Links to other learning within the subject are: English- Using the internet to effectively research a topic area and record this information in own words. PSHCE- Knowing what to do if something they see online is inappropriate and having the confidence to report this to an adult.		