The Fisher Way: Curriculum

The Fisher Way aims to educate and inspire with joy, faith and love because we are an inclusive Catholic community.

Successful and resilient learners who aspire to and achieve excellence

Confident individuals who can explore and communicate effectively

Responsible citizens who are active, loving and wise in all their endeavours

Subject	Computing
Year Group	Year 9
Intent	**Successful and Resilient Learners:** who can analyse problems and find efficient, creative solutions for both real world situations and artificial systems. **Confident Individuals:** who can use digital technology effectively, creatively and safely in their personal lives and future careers. **Responsible Citizens:** who understand the social and cultural impact that technology has on their lives and the lives of others.

Narrative	Year 9 Computing completes Key Stage 3 and prepares pupils for their KS4 options in Computer Science and Creative iMedia. The autumn term begins with Affinity Photo, where pupils learn professional image editing techniques and think about the ethics of altering images. They then study Critical Awareness, exploring how artificial intelligence, deepfakes and recommendation algorithms shape what they see and believe online. In the spring term, pupils study logic and searching and sorting algorithms as a single unit, comparing how efficient different algorithms are. They then program Zip Halos, applying sequence, selection, iteration, functions and lists to a physical device. The summer term is given to Affinity Designer, where pupils create vector graphics to a brief. By the end of Year 9, pupils can analyse problems computationally, evaluate the information and media they meet online, and create digital products with professional tools. They leave Key Stage 3 as resilient learners, confident digital creators and responsible citizens, having covered the full KS3 Computing Programme of Study.					
Half term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Knowledge (topics studied)	Affinity Photo Critical Awareness: Misinformation, AI and Algorithms		Logic and Searching and Sorting Algorithms Zip Halos		Affinity Designer	
Key skills	Learners use Affinity Photo to edit and retouch images. They use selection tools and layers, repair images with the inpainting, healing and clone tools, crop and adjust images, and apply these techniques in a final project. They then explain what artificial intelligence is, distinguish misinformation from disinformation, identify signs of AI generated media, verify chatbot claims against independent sources, and explain how recommendation algorithms amplify content.		Learners use the logic operators AND, OR and NOT, complete truth tables and build simple logic circuits. They then carry out linear and binary searches and sort data using bubble sort and merge sort, comparing how efficient each algorithm is. In Zip Halos, they program light displays using variables, selection, loops, functions and lists to build a project that models a real world system.		Learners use Affinity Designer to create vector graphics to a brief, using shapes, layers, the pen tool, colour, typography and alignment. They explain the difference between vector and bitmap images and when each should be used.	
Cultural capital	Learners see how images are manipulated in media, advertising and the creative industries, and consider the ethics of altering images of people and events. This leads into questioning what they see online in an age of generative AI, deepfakes and engagement driven feeds,		Learners see the simple logical decisions that sit underneath every computer, and how searching and sorting algorithms power search engines, online shops and social media, where efficiency matters because data sets are huge. Programming a physical lighting system		Learners explore how graphic design is used in branding and advertising and how professional designers work to a client brief. This gives them a strong foundation for Creative iMedia at KS4 and an insight into careers in the creative industries.	

	and understanding why false content spreads faster than the corrections to it.	links code to real products such as smart lighting and wearable technology, preparing them for Computer Science at KS4.	
Assessment	End of Unit Project (Affinity Photo) End of Unit Assessment (Critical Awareness)	End of Unit Assessment (Logic and Searching and Sorting Algorithms) End of Unit Project (Zip Halos)	End of Unit Project