Curriculum Map	Subject	Computing	Year	9

Unit	Summary	Skills	Assessment	British Values and SMSC	Career links	Cross-curricular links
Python	Students continue to develop their Python programming skills, extending their knowledge of selection and iteration and beginning to explore functions, preparing those continuing to GCSE Computer Science for the demands of the course.	Decomposition Abstraction Problem solving Functions Iteration & debugging	Class Notebook coding tasks Online MS Forms quiz	Social – how technology influences the local area Cultural – appreciating the impact of computing on society	Programmer Software Engineer Games Designer	Maths Business Science
Networks & Cybersecurity	Students explore how networks operate and how to protect systems and data from cyber threats, including phishing, malware and social engineering, using interactive and gamified resources from organisations such as the NCSC.	Understanding network topologies Identifying cyber threats Evaluating online safety Problem solving	Online MS Forms quiz Practical cyber-safety task	Rule of law – laws around cybercrime Individual liberty – privacy online Moral – ethical use of technology Cultural – the impact of technology on society	Cybersecurity Analyst Network Engineer Ethical Hacker IT specialist	Maths Business PSHE
Digital Media (Photopea) — differentiated	Students develop digital image editing skills using Photopea, creating and manipulating digital media. Students continuing to GCSE Computer Science instead extend their programming knowledge independently using self-directed platforms.	Image editing & layering Digital manipulation Creativity (GCSE pathway: independent research & extended programming)	Practical portfolio piece Class Notebook evidence	Cultural – the influence of digital media on society Creative – individual liberty through creative expression	Graphic Designer Digital Marketing Programmer (extension pathway)	Art Business – marketing & branding