

### Curriculum Sequencing Overview – Business and Digital Skills Year 9 (BDS)

Week	1	2	3	4	5	6	7	8
<b>Unit Theme and Assessed Knowledge/ Skills</b>	Housekeeping & folder creation. Online safety		Online safety & Python revision from year 8		Python revision loops		Introduction to PyGame & legislation	
<b>Lesson Topics Sequence &amp; Content</b>	1. Logging on. One drive folder creation and organisation of user area. <b>Option pathways and Tech careers.</b>  2. In class and online behavioural responsibilities. <b>The impact of harmful viewing content and where to get support.</b>  3. Being responsible online. <b>Curating your online self</b>		4. <b>KA 1 (10qs): Being responsible online PSHCE &amp; Python –Strings and variables</b>  5. Python – Data types and arithmetic  6. Python –Selection		7. Python – algorithms  8. Python – loops  9. Python -searching		10. <b>KA 2(10qs): Python basics BDS careers and BDS options offered at Stanchester.</b>  11. Project intro PyGame Zero - simple game  12. Legislation & asset creation	
<b>Key Assessments</b>			KA1 10 Qs Being responsible online				KA2 10 Qs Python basics	



Week	9	10	11	12	13	14	15	16
<b>Unit Theme and Assessed Knowledge/ Skills</b>	PyGame -developing game		Assessment & finance		Christmas themed activities Start new unit		Legislation recap	
<b>Lesson Topics Sequence &amp; Content</b>	13. PyGame – Gem collecting game intro  14. PyGame –Gem collecting game development  15. KA3 & Extend game		16. Book presentation lesson  17. End of unit test  18. <b>Finance task</b>		19. <b>Finance task</b>  20. Christmas Pygame challenge  <b>1. Start unit 2. (Term 2) Careers - Jobs in AI</b>		2. <b>PSHCE: Hate speech online</b>  3. Legislation recap  4. <b>KA1 Legislation</b> Advantages and disadvantages of AI & recap of year 8 impact of AI	
<b>Key Assessments</b>	Teacher assessed skills alien game. Check sheet. & KA 3		9.1 End of Unit test				KA1 Legislation	

Week	17	18	19	20	21	22	23	24
<b>Unit Theme and Assessed Knowledge/ Skills</b>	Data sources and gathering data legally		Preparing assets		Designing and creating an interactive presentation		Developing an interactive presentation	
<b>Lesson Topics Sequence &amp; Content</b>	5. Data sources & gathering data  6. Plagiarism & creating copyright free text content  7. <b>KA2 Data sources &amp; plagiarism</b> Project introduction & gathering copyright free assets		8. Preparing assets for use bitmaps  9. Creating assets for use vectors  10. <b>KA 3 Bitmaps and vectors</b> Creating animations		11. Designing an interactive presentation about AI  12. Creating the structure of interactive presentation  13. Creating interactive presentation		14. KA 4 Interactive presentations Developing interactive presentation  15. Developing interactive presentation  16. Evaluating progress	
<b>Key Assessments</b>	KA2 Data sources & plagiarism		KA 3 Bitmaps and vectors				KA 4 Interactive presentations	



Week	25	26	27	28	29	30	31	32
<b>Unit Theme and Assessed Knowledge/ Skills</b>	Acting on feedback and presenting work		Careers in Tech and online safety		Introduction to the Metaverse		Developing a visual identity	
<b>Lesson Topics Sequence &amp; Content</b>	17. Acting on feedback  18. Book presentation lesson  19. End of unit test		20. Finance lesson  1. Careers: A day in the life of 'people working in Tech/Business'  2. PSHCE: The pressure to stay connected and dealing with FOMO		3. KA1: Online safety recall. What is The Metaverse?  4. Scenario -Donut company and research similar products  5. Learn about branding & design visual identity		6. Justify visual identity  7. KA2: Visual identities - Create a logo  8. Develop logo	
<b>Key Assessments</b>	End of unit test				KA1: Online safety recall			



Week	33	34	35	36	37	38	39
<b>Unit Theme and Assessed Knowledge/ Skills</b>	Using a 3d design package - Blender		Exporting graphics		Developing a solution		Curriculum enrichment
<b>Lesson Topics Sequence &amp; Content</b>	9. Create 3d animated donut blender.  10. Further develop 3d animated donut  11. Create and source assets		12. Preparing assets.  13. Exporting and saving graphics  14. Create magazine advert		15. Develop magazine advert  <b>16. End of Unit test/Exam</b>  17. Book presentation lesson		18. Curriculum Enrichment  19. Curriculum Enrichment
<b>Key Assessments</b>					End of Unit test/Exam		