## YEAR 9 – ICT

## WEEK 3 (13<sup>th</sup> Sep to 17<sup>th</sup> Sep) – ICT Theory

	Year 9 A-F
Work sent to the students via	Google Classroom / Group Email
Total number of lessons per week	2
Lesson 1	Chapter 1 – Personal computers –via zoom
Learning objectives	<ul> <li>To be able to understand</li> <li>The purpose and features of different types of computers.</li> <li>The types of standard mobile phones , smart phones and how they connect to the network</li> </ul>
Task	<b>Starter Activity</b> : Discuss the types of computers used in different places (Example: Computer lab, Home, Airport, Supermarket, etc.)
	<b>Activity 1:</b> Discuss which group of people could need a phone with an emergency button. How this phone would meet their needs?
Resources	Pearson Edexcel International GCSE(9-1) ICT text book – pgs. 6 - 7
	PowerPoint presentation
	Resource video links: <a href="https://www.youtube.com/watch?v=uD0acIhi8xE">https://www.youtube.com/watch?v=uD0acIhi8xE</a>
	Server vs Desktop computers <a href="https://www.youtube.com/watch?v=UjCDWCeHCzY">https://www.youtube.com/watch?v=UjCDWCeHCzY</a>
Lesson 2	Chapter 1 – Tablets, Cameras camcorders and Game console –via zoom
Learning objectives	<ul> <li>To be able to understand</li> <li>The purpose and use of digital devices such as: Tablet devices,</li> <li>Cameras and Camcorders</li> <li>The purpose and use of digital devices such as: games consoles, home entertainment systems and media players.</li> </ul>
Resources	Pearson Edexcel International GCSE(9-1)ICT text book – pgs. 7-9 PowerPoint presentation <a href="https://news.usc.edu/61131/fast-capture-makes-you-the-avatar/">https://news.usc.edu/61131/fast-capture-makes-you-the-avatar/</a>
Task	Activity questions will be posted in Google classroom Activity 1: Research which smart phone feature uses the most power. Activity 2: Make a list of activities which smart phone would be more suitable than a standard mobile phone. Activity 3: Discuss why age ratings are important for games. Share your avatar with your friends and discuss the techniques used by modern game consoles to make it more accurate to user's features.

## WEEK 2 (13<sup>th</sup> Sep to 17<sup>th</sup> Sep) – ICT Practical

Class/ Division	Year 9 A-F
Work sent to the students via	Google Classroom / Group Email
Total number of lessons per week	2
Lesson 1	Word Processing Software - via Zoom
Learning objectives	To be able to understand word processing basics. Enter or edit text that is appropriate for a given context using accurate spelling, punctuation and grammar.  Students will be able to understand to enter, edit and format text using: bullets, numbering, sub-numbering, alignment, tabs, line spacing, colour, font size and style, text wrap, text boxes.
Resources	Pearson Edexcel International GCSE(9-1) ICT text book – pgs. 208-212.
	Resource video links: <a href="https://www.youtube.com/watch?v=HC13M8FGINc">https://www.youtube.com/watch?v=HC13M8FGINc</a>
Lesson 2	Word Processing (Paint) - via Google classroom
Learning objectives	To be able to understand  - That text could be arranged in columns when creating newsletters.  - The uses of formatting text in columns.
Resources	Pearson Edexcel International GCSE(9-1) ICT text book – pgs. 218 - 219.
Task	https://word.tips.net/C0041_Columns.html https://www.youtube.com/watch?v=WRIu5dTMQ50  Activity questions and corresponding data files will be posted in Google Classroom.