

Year 9 Program of Study

Year 9	
Autumn 1	<p>Working practices E-safety update: , Online privacy, digital footprint, cyberbullying, fake news, mental wellbeing</p> <p>Get familiar with any changes to school systems</p> <p>Spreadsheets Cover the content of the European Computing Driving Licence (ECDL) (<i>Assessment 10</i>)</p>
Autumn 2	<p>Bebras computational thinking challenge (<i>Assessment 11</i>)</p> <p>Python programming Input, output, assignment, Selection, iteration (<i>Assessment 12</i>)</p>
Spring 1	<p>Data representation Binary-denary conversion Character coding Encryption – Caesar Bitmap graphics Vector graphics Sound Fetch execute cycle Boolean logic gates How computers communicate</p>
Spring 2	<p>Game making Design and create a game Create a mobile phone app that has revision resources</p>
Summer 1	<p>Product launch using multimedia</p> <p>image editing – poster, packaging using Photoshop Film an advert (iMovie, moviemaker) Pitch the product</p>
Summer 2	<p>Preparation for the iDEA award This will be continued in form time during Years 10 and 11</p>