



Department:	Computer Science
-------------	------------------

Year 9 Course summary:

Programming forms a large part of the offering in Year 9. Students begin with designing and building console (text) based programs in Python, before introducing GUI development using HTML, Javascript, CSS and Tkinter (above GCSE required skills). This spiral approach allows key algorithms to be revisited and practised in a new context, assisting with the consolidation of skills and knowledge. By the end of the year, most students are working at levels above those needed for the exam tasks and are developing an awareness of the rigours that may be required for larger, real-world projects. In January students take part in the Perse Coding Challenge, which is a national competition. Students are also introduced to Hexadecimal, File handling, Databases and SQL. Throughout the year they are encouraged to think about the impacts of Computing, such as AI, in the wider world.

New Topics Introduced:

- 1.2 Data Storage
- 1.6 Ethical, Legal, Cultural and Environmental Concerns

- 2.1 Algorithms
- 2.2 Programming Fundamentals

Assessment of students' work focuses on monitoring their development of practical skills using the Programming Tracker booklet and accompanying showcases of their project work.

There are two lunchtime support sessions each week and A Level Computer Science students regularly run enrichment activities which Year 9 students are encouraged to take part in.

IST Assessments:

Michaelmas 1	Michaelmas 2	Lent 1	Lent 2	Summer 1	Summer 2
Coding project from Tracker Booklet	Website Project	Coding project from Tracker Booklet	Haunted House game project	Databases Test	GUI assessment