



Curriculum Plans – Year 9 – Computer Science – Academic Year 2023/24

Please find below a detailed outline of the curriculum covered in Computer Science curriculum through Year 9 in Key Stage 3.

| | Block 1 | Block 2 | Block 3 | Block 4 | Block 5 | Block 6 | Block 7 |
|----------------|---|--|---|--|---|--|--|
| Topic | Python programming with sequences of data: Sorts and searches | Lego Robotics: Kick start a business unit Problem solving Block coding | Media animations: Using Blender to create keyframe animations | Cyber security Introduction to Cyber crimes and prevention ciphers and hashing algorithms | Python and physical computing: Micro:bit and Raspberry Pi programming with Python | Going Audio visual: Digital image manipulation and formation | Going Audio visual: Digital sound manipulation and formation |
| Assessments | Python programming project/test | Automation - design and build a factory robot | Blender keyframe animation | Cyber security test | Raspberry pi / micro:bit project | Photoshop project | Audacity / music editing project |
| Academic Theme | Planning for Tomorrow | The World around us | Better Together | The Working World | Opportunities for Everyone | Keep it Green, Keep it Clean | Healthy Body, Healthy Mind |