

<b>Computing &amp; IT - Year 9</b>	
Autumn 1 (September- October)	<b>Topic: Hardware</b>
	<b>Why now?</b> To consolidate a range of prior learning, and to engage and motivate students into the technical side of computing. It is also to enable informed choices to be made for option choices.
Autumn 2 (October- December)	<b>Topic: Digital graphics and audio</b>
	A practical and creative unit of work, particularly for those who may not be looking to follow computing beyond year 9. It enables students to demonstrate skills that would be beneficial if they were to opt for our vocational course.
Spring 1 (January- February)	<b>Topic: Cyber security</b>
	Cyber Security is a vital part of our digital lives. Post-Christmas, when many students may have received new technology as gifts (pcs, laptops, phones, game consoles), now is a good time to revisit the topic, but with more of a focus on how technology can be exploited, and what can and is being done to defend us.
Spring 2 (February- March)	<b>Topic: Coding – text based</b>
	Preparing students for Computer Science paper 1, building on prior coding experiences (mix of text based and graphical, like Scratch). Projects used have scope for extension for those more competent.
Summer 1 (April-May)	<b>Topic: Web design</b>
	Building on pupil's experiences of using the web, and earlier web work in KS3, this topic moves into the world of HTML to develop understanding of how they work.