



Overview

The Year 9 curriculum provides challenges and new experiences in computing, digital literacy and digital media and is designed to ensure students studying GCSE Computer Science have a basis of knowledge, skills and understanding in the fundamental concepts covered at KS4.

Term 1

For the first part of the term, you will learn about databases and why organisations use them. You will then create your own relational database and learn how SQL is used to store, manipulate and retrieve data. For the second part of the term, you will continue to build on your programming skills using Python

Year 9 Computer Science



Term 3

For the first part of the term, you will learn about what a network is, network addressing and the benefits of networking. You will then learn about how data is transmitted across networks using protocols. For the second part of the term, you will learn about the techniques that cybercriminals use to steal data, disrupt systems, and infiltrate networks. You will then learn about social engineering and other common cybercrimes, and finally look at methods to protect against these attacks.

Term 2

For the first part of the term, you will learn how sound is digitised and stored on computers. You will be shown sound editing techniques using Audacity and then undertake a creative project to analyse, plan, record and edit a short sound file. For the second part of the term, you will learn about Boolean logic and some of its uses in circuits and programming

