



Computer Science

Year:9

“The idea behind digital computers may be explained by saying that these machines are intended to carry out any operations which could be done by a human computer.”

Alan Turing

Course content

Year 9 will ensure pupils are preparing to tackle the Non-Examination Assessment in year 11 and will involve the class learning advanced programming skills and other important bits of knowledge needed for the GCSE Computer Science qualification. We will mainly be using the Python programming language but fundamentally will be putting the main programming and other curriculum concepts learnt in years 7 and 8 into practice.

Skills developed

- Computers through time
- Programming basics—building on years 7 and 8
- How computers think
- Computer networks and Cyber security
- Data representation
- Binary addition
- Databases uses and creation
- Computational Thinking

For more information

Mr J Noble
Head of Computing and Business
jnoble@wetherbyhigh.co.uk

Topics covered

- Back to the Future
- Main constructs of programming
- Computer Networks and the Internet
- Boolean logic, truth tables & logic gates
- Binary Bits and Bobs
- “Shooter” Game Maker
- Python Programming 2
- HTML, CSS & JavaScript
- Representing data: images, sound and text
- Flowcharts and Pseudo code
- Sorting and searching algorithms
- Databases

