

## Year 9

	<b>Think Like a Cyber Security Consultant</b>	<b>Think Like a Computer Programmer</b>	<b>Technology of the Future</b>	<b>Work as a Creative Media Assistant</b>
	<b>Cyber Security + Cryptography</b>	<b>Python Turtle</b>	<b>Emerging Technologies: Artificial Intelligence, Python</b>	<b>Spreadsheet skills, creating products suitable for different audiences</b>
<b>Why?</b>	Develop important computer literacy skills in online threats and how to keep your personal data secure. Provides core knowledge for KS4 courses. Links with wider county drive in cyber industries and new cyber park development.	Introduction to text based coding. Flavour of the programming language if you would like to select Computer Science for GCSE	Develop a balanced understanding of AI and machine learning. Consider the legal and ethical issues. Develop basic Python skills using sequence and selection in readiness for GCSE course.	Introduction to range of free online tools for digital content creation that useful for wider curriculum and KS4 courses. Develop an understanding of how media is developed with a specific audience in mind and how this influences design.
<b>Intent</b>	Develop and understanding of the threats to personal data and methods all should take to protect themselves when using networks/internet. Gain historical understanding of cryptography.	Apply core programming concepts of sequence, selection and iteration into python language	Understand the ethical issues around AI and the benefits it can bring to society. Develop and train an AI model. Apply core programming concepts of sequence and selection to develop a chatbot.	Create digital products using range of media editing skills and apps that target a specific audience. Understand how design is driven by target audience for a product.
	Problem solving and critical thinking Logical thinking	Problem solving and critical thinking Logical thinking	Problem solving and critical thinking Logical thinking Creativity	Critical thinking Creativity Self evaluation
<b>Connections to previous learning</b>	•Y7 Comptinking	• Comptinking. • HTML • Game development	•Turtle graphics •Physical computing •Game Development	•Y7/8 HTML •Y7/8 Graphic Design
<b>Connections to future learning/ pathways</b>	•Useful throughout their digital lives. •GCSE Computer Science - Security •KS4 IT - Threats to data	• Chatbot - later unit in Yr9. • KS4 Computer Science	•GCSE Computer Science • Legal & Ethical impacts of technology •Digital lifeskill to understand impact of technology	•Useful throughout their digital lives/wider curriculum. •KS4 IT - presenting information