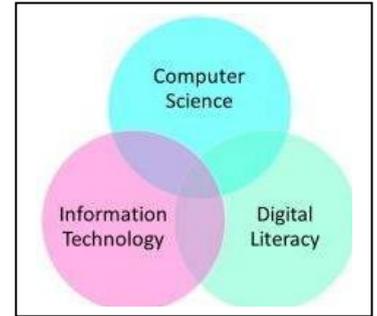


# COMPUTING



## Y9 Content & Skills

The main focus for students studying computing is to develop hands on skills that will help them become a digital native. The course will utilise the digital literacy and IT skills developed in Years 7 and 8 and aims to develop these further in to computational thinking skills.

The emphasis is to develop mainly practical skills associated with coding, students will start to consider how to think and solve problems algorithmically.

In practical lessons, students will learn to code and develop applications that solve a real world problem for a user. They will actively link hardware and software and use programming skills to solve problems creatively. As part of this Students will develop code for BBC Micro Bits, build Websites in HTML and CSS, develop their Python skills from year 8 and develop databases.

In order to frame these practical skills with appropriate theory, students will be expected to learn how to think like a computer scientist. Decomposing large problems in to small, solvable problems and then solving these problems by writing pseudocode or flowcharts will help underpin the practical application within computing.

## Preparation for GCSE

This course will serve as a great foundation to the **GCSE Computing** course because you will develop the relevant knowledge and skills associated with the application of computer science and the theory of computer science.

There will be a focus on learning more complex programming skills in more than one language which is an important aspect of the GCSE.

This exciting course will also help you to develop **skills for life** (whether you intend to opt to study GCSE Computing in Year 10 or not). It is so important to be digitally literate to be successful in our rapidly changing, online society.

**For further information about this subject, please contact:**

Mr E Cope, Head of Computing