

Computing KS3: Year 9

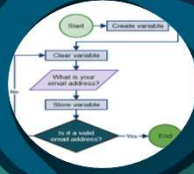
Ambition for
All



Year 9

HT1 – Algorithms & programming

Computational Thinking, Sorting (Bubble), Sorting (Merge), Careers, Python User Defined Functions, Python For loops, Python Lists, Bebras.



HT2 - Textual Programming

Python Pig Dice Game, User Defined Functions, Variables, Lists, Loops, Breaks, Selection, Libraries, Selection, AI, Merry Xmas.



HT3 – Game Design

Animations, Sprites, Scaling, Sprite Movement, Grid, Randomisation, Speed, Mouse input, Sprite Interaction, Scoring, Keyboard input, Shooting, Careers,



HT4 – Multimedia

Client brief, Mood board, Research, Navigation Plan, IMP Content, IMP Navigation.



HT5 – AppLab

Create your own app



HT6 – TBC

TBC

