Year Group: 9	Subject: Computer Science	Term: Spring 2020

Topic	Key Learning points	Assessments
Python Programming	In year 9 students learn how to write and evaluate programs in Python, so far this year students have learnt how to write basic mathematical equation calculator programs. And have worked up to a mini project where they developed a text-based adventure game in small groups. • Pupils learn how to use Tuples as a variable type. • Pupils learn to use Sets as a variable type. • Students learn how to create files from within Python, such as txt files. Students then learn how to read and write to existing files. • Pupils learn how to create and utilise dictionary's within python to handle data sets. • Students learn how to use functions to make their code more efficient and reusable. • Students will then undertake a programming project where they develop a second text-based adventure game utilising the new skills they have learned. Students will then compare and contrast against their original text-based adventure game to evaluate how far their understanding of programming has come.	Students will produce work each lesson to get verbal feedback on. Students will develop a text based adventure game on their own, that will have an accompanying write up to get formally assessed upon.