

Module/Unit of Learning	Taught During	What will students learn?	What enriching opportunities will students engage in?	Links to other Subjects
Introduction to A.I	Autumn – Term 1	This unit introduces Year 9 students to Artificial Intelligence, exploring its real-world applications, ethical implications, and basic concepts like machine learning and neural networks. Through interactive activities and discussions, students will gain foundational knowledge and critical thinking skills to understand and engage with AI technologies shaping their future.		
Python Programming Part 03	Autumn – Term 2	This Python programming unit introduces Year 9 students to iteration using loops and conditional logic. Learners will apply these skills in extended projects, developing problem-solving abilities and writing more complex, efficient code. The unit encourages creativity, resilience, and independent thinking through hands-on challenges and real-world programming scenarios.		
Game Development	Summer – Term 2	In this game development unit, Year 9 students will design and build their own platformer game, applying skills from computer science, digital literacy, and IT. They'll explore game mechanics, user experience, and coding logic, developing creativity and technical proficiency through hands-on design, prototyping, and iterative development using industry-relevant tools.		

Pride

Respect

Success