

Year 9 Business, IT and Computer Science Curriculum Outline

Year 9 Business GCSE	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Introduction to Business, skills assessment, Businesses in the news	Purpose and Nature of Business, Business Ownership, Aims and Objectives and Stakeholders	Business Planning, Location and Expansion	Introduction to Human Resources, with a focus on Organisation Structures	Understanding the legislation behind Recruitment and Selection	Motivation and Training
Year 9 Computer Science	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Introduction to Computer Science, basic hardware, input/output devices, future technology	Bletchley park and data representation	Ethical, legal, cultural and environmental concerns. Storage devices and Computational logic.	Software and E-Safety	Computational thinking, algorithms and programming techniques.	Programming techniques using python programming language
Year 9 IT	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Introduction to IT, skills assessment, why use IT?	Data collection, manipulation and legal implications.	IT used in industry, entertainment and modelling.	Introduction to User Interfaces and importance of in relation to Hardware/ Software/ Input and Output Devices/ Data and Information.	User Interface design for a specific problem/ industry requirement.	Introduction to project planning techniques – how and why Project planning techniques in practice and User Interface design.