Year 9
Creative Tech Sample Carousel

FOOD — TERM 4

- Understanding nutritional information and food labels, calculating nutritional content
- Make a range of meals/dishes such as salads, smoothies, pizza, chicken goujons, rock cake
- Writing detailed explanations of the practicals they do
- Practice cooking skills

COMPUTING — TERM 3

- Explore concept of hacking and the techniques used by hackers to exploit computer systems
- Python programming – introduced to displaying messages, assigning values to variables, etc.
- Introduction to counting - simplest example of variables that are used to compute results iteratively
- Selection of meaningful mini-projects that will allow them to apply the knowledge and skills they have acquired so far
- Understand how to use modelling software to determine outputs given a scenario

ART — TERM 2

- Drawing exercises & facial features
- Mental health final piece - based on a famous person who has spoken out about their mental health
- Artist research –Frida Kahlo, being able to create a response
- Constructing a mascot/ logo for their crisp packet from simple geometric shapes

DESIGN TECHNOLOGY — TERM 1

- Isometric drawing
- Basic freehand drawing 2D Shapes/ 1 point perspective/ 2 point perspective
- Construct a crisp packet from felt using e-textile components such as conductive thread to create simple circuits with a switch and light.
- Hand sewing and use of a sewing machine, developing fine motor skills and hand-eye co-ordination
- Learn basics of using Tinkercad – make a Keyring/ box & lid