App Development introduction
Look at App development software and use your programming skills to create an app

User Centred design
Discover the planning that goes into creating an app and the key components that make a good app

• **The journey starts here:**

1

Introduction to Python
Look at the programming basics learnt in year 7 and 8, reviewing how to create a sequence of code using a variety of functions.

2

Building Games
Design and create a range of games using AppLab

Gabs Guide
Create an app that can be used in St Gabriels to guide new students around the school

6

7

Prevention:
Learn ways to keep your app safe and the personal information stored by users

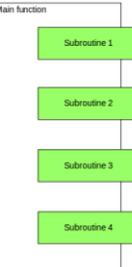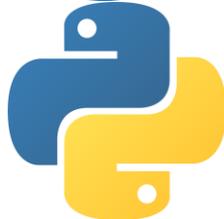## Debugging
Learn how spot errors within your code and fix them

Subroutines:
Create functions and procedures to create a robust code in python.

5

4

3

Arrays
Develop 1D and 2D lists in python to save space and create a neater easy to read code.

Programming Constructs
Review the three programming constructs learnt in y7 and 8, learn how to create, identify and amend your code.

Programming Constructs

if — Executes a block of code if a given condition is true. Otherwise, it can be followed by an optional else statement to execute a different block of code.

else — Part of the if-else construct, it provides an alternative block of code to execute when the if condition is false.

else if — Allows for multiple conditions to be checked in sequence, providing alternative blocks of code to execute based on different conditions.

switch — Evaluates an expression and matches it against different cases.

while — Repeats a block of code while a given condition is true.

repeat until — Repeats a block of code until a given condition is true.

for — Executes a block of code a specific number of times.

STRENGTH SERVICE SUCCESS

Computer Science Year 9