



## Year 9

### Computing: Areas for Development

#### Revision Resources

1	Using Media – <a href="#">Copyright and Creative Common</a> licences <a href="https://www.bbc.co.uk/bitesize/guides/zchcwmn/revision/1">https://www.bbc.co.uk/bitesize/guides/zchcwmn/revision/1</a>
2	Modelling – <a href="#">Formulas and Functions</a> <a href="https://www.bbc.co.uk/bitesize/guides/zdydmp3/revision/5">https://www.bbc.co.uk/bitesize/guides/zdydmp3/revision/5</a>
3	Modelling – <a href="#">What if analysis</a> <a href="https://www.bbc.co.uk/bitesize/guides/zyqfr82/revision/1">https://www.bbc.co.uk/bitesize/guides/zyqfr82/revision/1</a>
4	Programming principles - <a href="#">Iteration</a> <a href="https://www.bbc.co.uk/bitesize/guides/z3khpv4/revision/1">https://www.bbc.co.uk/bitesize/guides/z3khpv4/revision/1</a>
5	Data Representation – <a href="#">Images and sounds</a> <a href="https://www.bbc.co.uk/bitesize/guides/zpfdwmn/revision/1">https://www.bbc.co.uk/bitesize/guides/zpfdwmn/revision/1</a>
6	Networks – <a href="#">Types of Network</a> <a href="https://www.bbc.co.uk/bitesize/guides/zc6rcdm/revision/2">https://www.bbc.co.uk/bitesize/guides/zc6rcdm/revision/2</a>

Kindness, Integrity and Tenacity