

Half term	TOPIC	CONTENT	Suggestions for enrichment activities <i>(eg: films, websites, books, museums and activity centres)</i>
1	Matesbook	This unit of work is based around developing a social networking site aimed at a young audience (9 to 14 years of age), called Matesbook. The unit investigates good practice in web design, addresses issues regarding the safety of social networking sites, the creation of on-line identities and Terms of Use which should apply to the Matesbook site.	No-one under the age of 13 should be using Facebook, but many parents or relatives have accounts and can show sections of their accounts, to show the features they have.
OCTOBER HALF TERM HOLIDAY			
2	Activities Week	This unit of work asks students to carry out a survey to find out which activities might be offered for an Activities Week in school. Students have to research the likely cost, including transport, expert tuition, entrance fees, etc. They then model the cost of the activity, changing variables to meet particular targets and situations. Finally, they promote the activity to students and parents by producing a letter and a section from the Activities Week brochure.	They can think about what they may have done in their Primary School. They could find out the cost of different events or activities near their home.
CHRISTMAS HOLIDAYS			
3	Quiz Quest	This unit of work is based around pilot editions of a TV programme called Quiz Quest, aimed at 8 to 14 year old children. Each week in the programme, two teams of contestants answer questions in order to complete a quest. Students are asked to produce suitable quizzes based on quests of their own devising, which might be used in further pilot episodes.	Watching TV quiz shows or reading quiz books might help them to understand the type of questions and the difficulty they need to look for, when designing their own quizzes.
FEBRUARY HALF TERM HOLIDAY			
4	Art Gallery	This unit is about creating a personal website to promote students' achievements in art, by designing, planning, and creating content for the site. While doing so, they learn about web technologies, and some of the problems faced when creating a website. They find out about the standard features of a webpage and how to create the graphics needed for a consistent house style. Issues such as web-safe fonts, image file types and sizes, and user interaction are also covered.	Students can sign up and learn how to program in HTML at this web address: https://www.codecademy.com/en/tracks/web
EASTER HOLIDAYS			
5	Flying Saucer	Write a simple computer game, to control a flying saucer to dodge asteroids using Adobe Flash. This process involves algorithms using flow diagrams and breaking problems down into smaller sections to make them manageable. The basic game is used to teach necessary planning and coding concepts, while the second version is used to show how this game can be developed as part of the evaluation process and encourages students to plan and write their own code independently.	Adobe Flash can be downloaded and installed on home computers. Students could therefore practice these skills at home.
MAY HALF TERM HOLIDAY			
6	Safari Park	This unit of work is based on a safari park which is being set up in Northern California, with seven habitats, to keep endangered species of animals in as natural an environment as possible. There is a database of animals to use to match animals to their habitats and to identify predators / prey in each habitat. They have to work out how many predators can be supported by a specific number of prey using a spreadsheet model to find the "break even" point where predator numbers are supported by the numbers of prey. Finally, they promote the park by creating a three-fold brochure.	Watching nature programs will give them a greater understanding of the different habitations. Could also go to a zoo to see how enclosures are made to resemble their natural habitats.