

Curriculum Overview: Year 8 Computing

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic Computer Science Programming 2	Topic Enterprise	Topic iMedia Graphics 2	Topic iMedia Graphics 2	Topic Computer Science 2	Topic Computer Science 3
Links to prior learning Y7 Spr1 Computer Science Programming 1 Stretch and Challenge Enquiry How can selection be used to make more engaging programs?	Links to prior learning Y7 Sum2 Data Modelling Stretch and Challenge Enquiry What are the different tools to use in market research?	Links to prior learning Y7 Spr2 iMedia Graphics 1 Stretch and Challenge Enquiry How can images be manipulating using digital graphics software?	Links to prior learning Y7 Spr2 iMedia Graphics 1 Stretch and Challenge Enquiry How can images be manipulating using digital graphics software?	Links to prior learning Y7 Aut1 Computer Science 1 Stretch and Challenge Enquiry What legislation exists to protect IT users?	Links to prior learning Y7 Aut1 Computer Science 1 and Y8 Sum1 Computer Science 2I Stretch and Challenge Enquiry Why do we use Hexadecimal in Computer Science?
Equipment Needed			Wider Reading		Family activities
Pencil, ruler, rubber, sharpener, Ball point pen. Having internet access as well as a mobile phone, laptop or computer at home is beneficial, although not essential.			CGP Key Stage Three Computing Complete Revision and Practice Learning to Program in Python: PG Online, Heathcote		Collect images and other assets which could be used within their work. Ask your child to discuss or show you some of the pieces of work they have created. Encourage your child to develop a growth mind-set and accept mistakes as part of the learning process. If you have a PC or laptop and can access the following website https://repl.it/@enaard/Python-3 Or download the free Python software; students can work on their programing skills.