

Year 8_2 – 8_3

Autumn Term



Students will explore the technologies that make up the internet and World Wide Web starting with HTML, and CSS. Students will create a fully functioning website .

1. Website Creation



2. E-Safety

Students will learn how to identify healthy and unhealthy online relationships and how to conduct themselves online



3. Computer Systems and Networks

Students will tour through the different layers of computing systems: from programs and the operating system, to the physical components that store and execute these programs.



Assessment Point 1

Assessment to cover features of operating systems and the physical components of computers.



Spring Term



Assessment Point 2

Assessment to the design and implementation of a program using small basic.



5. Small Basic Programming

Students will an introduction to programming in a textual language. They will use Turtle graphics, leading to the use of variables and For...EndFor loops.



4. Photo Editing

Students will develop their understanding of how digital images can be changed and edited, and how they can then be resaved and reused. They will consider the impact that editing images can have, and evaluate the effectiveness of their choices.



Summer Term



6. Animation

Students will learn the basics of modelling, texturing, and animating; outputs will include 3D models, short videos, and VR.



6. Clay to Silicon

Students will gain essential knowledge relating to binary representations. The activities gradually introduce learners to binary digits and how they can be used to represent text and numbers.



Assessment Point 3

Assessment to cover binary notation and representation of text and numbers.



CAREERS: At every available opportunity, teachers will introduce and promote careers links to the topics being studied (See Careers booklets).