# Curriculum Overview: Computing

The Computing Curriculum has been written to support all pupils. Each lesson is sequenced so that it builds on the learning from the previous lesson, and where appropriate, activities are scaffolded so that all pupils can succeed and thrive. Scaffolded activities provide pupils with extra resources, such as visual prompts, to reach the same learning goals as the rest of the class. Exploratory tasks foster a deeper understanding of a concept, encouraging pupils to apply their learning in different contexts and make connections with other learning experiences.

|  | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
|---|---|---|---|---|---|---|
|  |  |  |  |  |  |  |
| **Year 8** | **Scratch: Programming essentials Part I**<br><br>Applying the programming constructs of sequence, selection, and iteration in Scratch. | **AppLab: Mobile app development**<br><br>Using event-driven programming to create an online gaming app that can be downloaded to digital devices. | **Introduction to Python programming**<br><br>Applying the programming constructs of sequence, selection, and iteration in Python. | **Modelling data: Spreadsheets**<br><br>Sorting and filtering data and using formulas and functions in spreadsheet software. | **Web Development**<br><br>Using HTML to develop a web pages that contain multimedia elements. | **Scratch: Programming essentials Part II**<br><br>Using subroutines to decompose a problem that incorporates lists in Scratch. |