

Curriculum Overview: Y8 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 | <p>Digital Graphics - Image Editing with Photoshop</p> <p>Using Adobe Photoshop 2022 to digitally manipulate images and show what an image looks like before and after an effect is applied.</p> | <p>Advanced Scratch: Programming essentials Part II</p> <p>Using subroutines to decompose a problem that incorporates lists in Scratch..</p> | <p>Introduction to Python programming</p> <p>Applying the programming constructs of sequence, selection, and iteration in Python.</p> | <p>Introduction to Python programming</p> <p>Applying the programming constructs of sequence, selection, and iteration in Python.</p> | <p>Data Representation</p> <p>Understand how instructions are stored and executed within a computer system. Understand how data of various types (including text, sounds and pictures) can be represented and manipulated digitally, in the form of binary digits.</p> | <p>Cyber security: Threats and Preventions</p> <p>Identifying security threats to computer systems and how to put prevention methods in place.</p> |