



Computing: Year 8 Overview

Autumn Term 1: Media – Vector Graphics

Students will be learning the intricacies of vector images; they will be creating a logo from the design phase all the way to implementation using Inkscape. Students will be introduced to Inkscape, vectors, paths etc. that will be revisited as they progress through the key stage.

Autumn Term 2: Layers of computing

Students will be learning all about the inner workings of a computer system and how each component works with others. Students will be introduced to the differences of embedded and general-purpose computers.

Spring Term 1: Developing for the web

Students will be learning how to develop websites using HTML and how to style using CSS. Students will be introduced to HTML, CSS and hyperlinks to further understand the workings of websites.

Spring Term 2: Representations – from clay to silicon

Students will be learning how binary and denary can be used to represent numbers and characters in computing. Students will be introduced to character sets, hex, binary and denary which will be built upon as they progress in the key stage.

Summer Term 1: Mobile app development

Students will be learning how to create a simple mobile app based on customer requirements using a block-based programming language. Students will be introduced to a block-based programming language not too dissimilar to scratch from previous years.

Summer Term 2: Introduction to python programming

Students will be learning python from its fundamental level to gain an understanding of the way python programming works. Students will be introduced to loops, data types, variables, etc. that will be further explored at the beginning of year 9.