

Year 8 Curriculum Overview

Rationale: The Year 8 curriculum is designed to give students an introduction to the principles of Computational Thinking and build upon prior learning from Year 7. Students will experience a range of modules which will help them to develop their understanding of computational thinking, computer control, algorithms, the importance of women in computing, an introduction to high level programming, binary representation of characters, images and sound plus key moments in computing history

Term/Length	Outline	Assessment/Teacher	Homework and Literacy resources
of Time		Feedback Opportunities	
Autumn 1	Computational Thinking	MS Forms based end of unit	Minimum homework expectation - to be set on G4S
	Students will gain an	assessment.	Completion of revision activity using Seneca Learning
	understanding of the main	Mixture of Open and Closed	
	theoretical concepts of	questions with an additional	Optional homework tasks and Literacy resources
	Abstraction, Decomposition,	focus on keywords/literacy	Creation of revision resource (e.g. mind map) to be submitted
	Pattern Recognition and		alongside compulsory activity
	Algorithms.		
			Complete some Bronze Award badges on the <u>iDEA Award</u> to
			showcase digital literacy and employability skills. Once complete
			students can move to Silver and then Gold certificates
			Access <u>BBC Bitesize</u> and research more into this topic
			Complete an activity on <u>Hour of Code</u>
			Watch an episode of <u>BBC Click</u> on the BBC iPlayer
			Additional Reading for Budding Computer Scientists: Choose a book
			from this recommended reading list some of which can be found in
			the department or the library
Autumn 2	Computer Control	MS Forms based end of unit	Minimum homework expectation - to be set on G4S
	Students will apply their learning	assessment.	Completion of revision activity using Seneca Learning
	of computational thinking to	Mixture of Open and Closed	
	understand flowchart symbols	questions with an additional	Optional homework tasks and Literacy resources
	and create algorithms in the form	focus on keywords/literacy	

	of flowcharts. Students will use specific software (e.g. Flowol) to apply their learning to create a series of algorithms that solve real life problems		Creation of revision resource (e.g. mind map) to be submitted alongside compulsory activity Complete some Bronze Award badges on the iDEA Award to showcase digital literacy and employability skills. Once complete students can move to Silver and then Gold certificates Access BBC Bitesize and research more into this topic Complete an activity on Hour of Code Watch an episode of BBC Click on the BBC iPlayer Additional Reading for Budding Computer Scientists: Choose a book from this recommended reading list some of which can be found in the department or the library
Spring 1	Introduction to Python Programming Students learn how to open Python, save, run and retrieve files. Students learn how to create print statements, data types and calculations. Students understand and apply the theory behind variables and sequencing. Students understand the need for and importance of commenting on their code.	MS Forms based end of unit assessment. Mixture of Open and Closed questions with an additional focus on keywords/literacy	Minimum homework expectation - to be set on G4S Completion of revision activity using Seneca Learning Optional homework tasks and Literacy resources Creation of revision resource (e.g. mind map) to be submitted alongside compulsory activity Complete some Bronze Award badges on the iDEA Award to showcase your digital literacy and employability skills. Once complete students can move to Silver and then Gold certificates Access BBC Bitesize and research more into this topic Complete an activity on Hour of Code Watch an episode of BBC Click on the BBC iPlayer

			Additional Reading for Budding Computer Scientists: Choose a book from this recommended reading list some of which can be found in the department or the library
Spring 2	Cyber Security Students will gain an understanding of the main concepts of cyber security through an online platform called 'Cyber Explorers' developed by the Department for Digital, Culture, Media and Sport (DCMS).	MS Forms based end of unit assessment. Mixture of Open and Closed questions with an additional focus on keywords/literacy	Minimum homework expectation - to be set on G4S Completion of revision activity using Seneca Learning or bespoke learning activity Optional homework tasks and Literacy resources Creation of revision resource (e.g. mind map) to be submitted alongside compulsory activity Complete some Bronze Award badges on the iDEA Award to showcase digital literacy and employability skills. Once complete students can move to Silver and then Gold certificates Access BBC Bitesize and research more into this topic Complete an activity on Hour of Code Watch an episode of BBC Click on the BBC iPlayer Additional Reading for Budding Computer Scientists: Choose a book from this recommended reading list some of which can be found in the department or the library
Summer 1	Data Students recap their understanding of data and binary, how to decode denary to binary, convert them to letters	MS Forms based end of unit assessment. Mixture of Open and Closed questions with an additional	Minimum homework expectation - to be set on G4S Completion of revision activity using Seneca Learning Optional homework tasks and Literacy resources

	using ASCII. Students learn how to add binary numbers including the concept of overflow errors. How computers covert binary to images and sound.	focus on keywords/literacy/numeracy	Creation of revision resource (e.g. mind map) to be submitted alongside compulsory activity Complete some Bronze Award badges on the iDEA Award to showcase digital literacy and employability skills. Once complete students can move to Silver and then Gold certificates Access BBC Bitesize and research more into this topic Complete an activity on Hour of Code Watch an episode of BBC Click on the BBC iPlayer Additional Reading for Budding Computer Scientists: Choose a book from this recommended reading list some of which can be found in the department or the library
Summer 2	Key Moments in Computing History This unit aims to provide students with an understanding of the history of computers and famous computer scientists including: Alan Turing and cyphers, Sir Tim Berners Lee and the internet, George Boole and logic gates.	Verbal teacher feedback on production of digital artefacts with a focus on keywords/literacy/numeracy	Minimum homework expectation - to be set on G4S Completion of a reading task plus an MS Forms quiz to assess understanding Optional homework tasks and Literacy resources Creation of revision resource (e.g. mind map) to be submitted alongside compulsory activity Find out more about Alan Turing here Access more information about the Internet at BBC Bitesize Access more information about Boolean Logic at BBC Bitesize

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