

Curriculum Overview: Year 8 Computing

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic Enterprise	Topic Data Representation I	Topic Programming II	Topic Digital Graphics II	Topic Digital Literacy II	Topic Data Modelling II
Links to prior learning Y7 Sum2 Data Modelling I	Links to prior learning Y7 Aut2 System Architecture I	Links to prior learning Y7 Spr2 Programming I	Links to prior learning Y7 Spr1 Digital Graphics I	Links to prior learning Y7 Aut1 Digital Literacy I	Links to prior learning Y7 Sum2 Data Modelling I
Stretch and Challenge Enquiry What are the different tools to use in market research?	Stretch and Challenge Enquiry How can you perform multiplication and division using binary?	Stretch and Challenge Enquiry How can selection be used to make more engaging programs?	Stretch and Challenge Enquiry How can images be manipulating using digital graphics software?	Stretch and Challenge Enquiry What is the impact of your online usage?	Stretch and Challenge Enquiry How can you create more complex queries using database software?
Equipment Needed		Wider Reading		Family activities	
Pencil, ruler, rubber, sharpener, Ball point pen. Having internet access as well as a mobile phone, laptop or computer at home is beneficial, although not essential.		CGP Key Stage Three Computing Complete Revision and Practice Learning to Program in Python: PG Online, Heathcote		Collect images and other assets which could be used within their work. Ask your child to discuss or show you some of the pieces of work they have created. Encourage your child to develop a growth mind-set and accept mistakes as part of the learning process. If you have a PC or laptop and can access the following website https://repl.it/@enaard/Python-3 Or download the free Python software; students can work on their programing skills.	