## Curriculum Plans – Year 8 – Computer Science

Please find below a detailed outline of the curriculum covered in Computer Science curriculum through Year 8 in Key Stage 3.

| | Block 1 | Block 2 | Block 3 | Block 4 | Block 5 | Block 6 | Block 7 |
|---|---|---|---|---|---|---|---|
| **Topic** | **Media - vector graphics:**<br><br>What are vector graphics<br><br>Pathways and forming shapes<br><br>Designing a logo | **Layers of computing systems (Under the hood):**<br><br>Hardware<br><br>Software<br><br>Operating systems | **App development:**<br><br>Designing and creating an app using code.org | **Introduction to Python Programming:**<br><br>Sequence<br>Selection<br>Iteration | **Developing for the web:**<br><br>Designing a website in HTML and CSS using Repl.it | **Lego Robotics:**<br><br>Science energy unit - Training Trackers<br><br>Problem solving<br><br>Block coding | **Representations:**<br><br>Binary for text and images |
| **Assessments** | Logo design<br><br>The logo and icon design assessment is themed around the block focus of planning for tomorrow | Computing systems test<br><br>Elements of computing history link to the block theme of the world around us | App design | Python project / test | Website development / test | Own obstacle course robot | Binary test |
| **Academic Theme** | Planning for Tomorrow | The World around us | Better Together | The Working World | Opportunities for Everyone | Keep it Green, Keep it Clean | Healthy Body, Healthy Mind |