



**Curriculum Plans – Year 8 – Computer Science – Academic Year 2023/24**

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	<b>Media - vector graphics:</b>  What are vector graphics  Pathways and forming shapes  Designing a logo	<b>Layers of computing systems (Under the hood):</b>  Hardware  Software  Operating systems	<b>App development:</b>  Designing and creating an app using code.org	<b>Introduction to Python Programming:</b>  Sequence Selection Iteration	<b>Developing for the web:</b>  Designing a website in HTML and CSS using Repl.it	<b>Lego Robotics:</b>  Science energy unit - Training Trackers  Problem solving  Block coding	<b>Representations:</b>  Binary for text and images
Assessments	Logo design  The logo and icon design assessment is themed around the block focus of planning for tomorrow	Computing systems test  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