Curriculum Intention - Computing sits at the cornerstone of the modern world, affecting the way we communicate and work as it encompasses Digital Literacy, IT and Computer Science. With this in mind our curriculum offers a pathway for our students to explore the use of applications and the creation of software to solve complex real-world problems through the use of algorithmic thinking, which consists of abstraction, decomposition and pattern recognition.

Year 8 – Curriculum Map

Intention: 1. Computational thinking and problem-solving skills 2. Digital literacy 3. Introduction to GCSE topics

Autumn Term		Spring Term		Summer Term	
Autumn 1	**Autumn 2**	**Spring 1**	**Spring 2**	**Summer 1**	**Summer 2**
Key Themes		**Key Themes**		**Key Themes**	**Key Themes**
My Digital World: Exploring Online Issues: ▪ Website Reliability and Quality of Sources of Information ▪ Safe & Effective Searching ▪ Copyright Issues ▪ Online Dangers ▪ Strategies to Stay Safe		Binary Bits and Bobs: - The Binary Number System - Binary – Denary Conversions - Binary Addition - Binary Representation of Text - Binary Representation of Images - Binary Representation of Sound		Introduction to Python: - Outputs - Inputs and Variable Storage - IF Statements Problem Solving Tasks (Abstraction and Decomposition) Use of flow diagrams for problem solving	HTML and CSS: - HTML Basics - CSS: ▪ Text ▪ Images ▪ Divisions ▪ Layout

Assessment

Baseline assessment carried out in the first two weeks assessing: Computational thinking, Problem solving and Abstraction

Formative: written assessments made up of exam style questions covering all aspects of the unit. This will be carried out at the end of the unit. [MCQ's and written tests]

Summative: Extended projects which assess the full development process of designing and programming a unique, end-user focused solution, making use of the various components of the computer: Design, Development, Testing and Evaluation.