

Curriculum Plans – Key Stage 3 Year 8 Computing

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

Year 8

	Term 1.1	Term 1.2	Term 2.1	Term 2.2	Term 3.1	Term 3.2
Topics	Media - Vector Graphics: What are the processes involved in creating computer graphics and what are the knowledge and tools I need to create my own?	Layers of Computing Systems: What are the different layers of computing systems? Exploring the layers from program systems to physical components.	Connecting via technology: How are websites made, catalogued and organised for effective retrieval using search engines. By the end of the unit, learners will have a functioning website	Testing Code To Develop Games: How do computers use binary digits to transmit, record and transmit information?	Mobile App Development: What makes a good app? Students will perform user research, design their app, write the code for it, before finally evaluating and publishing it for the world to use.	Python Programming: Students will use pair programming, live coding, and worked examples to develop input and output text based programming.
Assessment	Creating and analyzing their own graphics logo.	Quiz and seminar-type discussion.	Functioning website and analysis.	Summative Quiz	Publishing and evaluating an app.	Game creation - 'guessing game'
Support Materials	Teach Computing KS3 Curriculum					
Extension (Stretch/Challenge)	Student led projects and presentations.					