

Year 8 Computing Curriculum

In year 8 Computing we will build on the skills learnt in year 7. We will build on our knowledge of SCRATCH and move into learning to use the text-based programming language Python. Lots of the skills you learn in Computing will be used in your other subjects and in the future when you go onto work; this year we have two media and design topics, Animation and Pre-Production.



Each half term you will be given a keyword and activity sheet for your books which will show you how to secure and master your knowledge of that topic.

There will be a test each half term, some are written and some are multiple choice on the computer. All the work you do will be extended on each year.

Topic breakdown of the year

Term	Topic Title	Description
Autumn Term 1	Data Representation	Online safety. How computers store data and use data. How computers use different file types to store different types of data.
Autumn Term 2	Programming Techniques with python	How to create programs using the text-based language Python. You will create if statements, while loops, and subroutines.
Spring Term 1	Animation	How animation has changed throughout the years, focusing on flipbooks, stop motion, and computer.
Spring Term 2	Algorithms	How computers break down problems into smaller chunks to make them easier to solve and the step they take when working through everyday problems.
Summer Term 1	Pre-Production	How to plan projects from an idea to a final project, including mood boards, mind maps, and storyboards.
Sumer Term 2	End of year test and Programming	Revision followed by the end of year test. Programming challenges using Python.