

Year 8 Computing – Scheme of Work Breakdown

Unit 1 - Communication and Networking
Lesson 1 – Using Search Engines and Understanding Accuracy, Reliability and Bias
Lesson 2 – Understanding how Search Engines Work
Lesson 3 – Understanding the Internet, World Wide, Web, SaaS & Cloud Computing
Lesson 4 - Understanding how devices Communicate using Networks
Lesson 5 – Learning about modern Internet Based Services
Lesson 6 – Understanding the threats to Computer Networks
Lesson 7 – Communication and Networking Assessment Activity
Lesson 8 - Feedback, Evaluation and Improvement
Unit 2 – Web Development using HTML5 and CSS3
Lesson 1 – Critically Evaluating Websites
Lesson 2 – An Introduction to HTML5
Lesson 3 – Writing HTML5 code and Hyper linking Webpages
Lesson 4 – Creating Cascading Style Sheets (CSS3) and linking to HTML5 webpages
Lesson 5 – Designing your own Multi Page Website
Lesson 6 – HTML5/CSS3 Unit Assessment – Creating your own Multi Page Website
Lesson 7 – HTML5/CSS3 Unit Assessment – Creating your own Multi Page Website
Lesson 8 – HTML5/CSS3 Unit Assessment – Creating your own Multi Page Website
Lesson 9 – HTML5/CSS3 Unit Assessment – Creating your own Multi Page Website
Lesson 10 – Feedback, Evaluation and Improvement
Unit 3 – Introduction to Computer Programming using Python
Lesson 1 – An Introduction to the Python Programming Language
Lesson 2 – Introducing Data Types
Lesson 3 - Programming with Conditional Statements
Lesson 4 – Programming using While Loops and the Random Function
Lesson 5 – Programming using For Loop and the Range Function
Lesson 6 – Python Programming Assessment Activity
Lesson 7 - Feedback, Evaluation and Improvement
Unit 4 – Control Programming Python Turtles
Lesson 1 – Learning how to make a Turtle draw shapes on a GUI.
Lesson 2 – Programming Loops so our Turtle Repeats Patterns
Lesson 3 – Programming Conditions and Functions to add User Interaction
Lesson 4 – Learning about Parameters are and use them to draw complex patterns
Lesson 5 - Programming Lists and use them to Store Program Data
Lesson 6 – Parameters, Lists, Randomness and Advanced Turtle Techniques
Lesson 7 – Python Turtle Control Programming Assessment Activity
Lesson 8 - Feedback, Evaluation and Improvement
Unit 5 – Computer Graphics
Lesson 1 – Understanding Computer Graphics
Lesson 2 – Developing Digital Photography Skills
Lesson 3 – Developing Graphic Editing Skills
Lesson 4 – Assessment – Creating Digital Graphics to Advertise an Event
Lesson 5 – Assessment – Creating Digital Graphics to Advertise an Event
Lesson 6– Feedback, Evaluation and Improvement