Computing
Key Stage 3 Framework for Learning
Year 8 2017-2018: Creative Foundations

Autumn 1	
Knowledge	E-Safety (5hours) Binary (5 hours) Info Reliability (5hours)
Skills	**E-Safety** Pupils will research E-Safety Issues and determine how to safe when online and social networking. • Planning • Finding • Communicating information • Evaluating **Binary** Each of these skills is linked to controlled assessment which will be undertaken in Year 10 for GCSE. Binary, Text & Digits Pupils will learn about the history of Binary. • They will learn how to convert text, • numbers, • Sound and images onto binary: GCSE Computer Science theory prep. They will collect interesting facts about India and China and convert them into a newsletter for fellow year 8 pupils all about Binary. **Info Reliability** Pupils will be learning about the importance of different search methods and how to test for bias information. They will learn: • Boolean • Bias • Reliability • Search Engines • Advanced Searches Each of these skills is linked to controlled assessment which will be undertaken in Year 10 for GCSE.
Assessment	*Marking Point 1* E-Safety Podcast *Marking Point 2* Binary Leaflet
Reward & enrichment	Best podcasts to be used in the upcoming Digital Safety Week.
Character	 QofS – Optimism Pupils will develop these qualities as they learn about the online risks and how to avoid these. They will become responsible digital champions as they create digital products to help other stay safe online.

Autumn 2

Knowledge	Python (6 hours) Networks (5 hours) Animations (4 hours)
Skills	**Python** Python Quiz – Pupils will create a quiz to test fellow pupils on saving the planet. • They will be taught how to create variables. • Identify and correct syntax errors through tests. Ultimately, they will create and interactive quiz that requires input from the user. **Networks** Pupils will research these areas and decide which components would be used for a specific computer. They will also study the different types of network topologies and identify the most suitable one for different needs. They will collect prices and input data into a spreadsheet then present their key findings in a business style pitch. **Animations** Pupils will be learning about animated banners and the use of effective banners in webpages. They will: • build an animated banner • create effective movements • plan and build a webpage • export the animation to insert on the webpage • evaluate and improve
Assessment	*Marking Point 1* Progress Test
Reward & enrichment	Best Newsletter to be published on the website.
Character	 QofS – Empathy Pupils will learn to communicate through the use of a computer language known as Python. They will develop optimism as they see their skills grow in an area new to many of them.

Spring 1

Knowledge	E-Safety (5hours) Binary (5 hours) Info Reliability (5hours)
Skills	**E-Safety** Pupils will research E-Safety Issues and determine how to safe when online and social networking. • Planning • Finding • Communicating information • Evaluating **Binary** Each of these skills is linked to controlled assessment which will be undertaken in Year 10 for GCSE. Binary, Text & Digits Pupils will learn about the history of Binary. • They will learn how to convert text, • numbers,

	• Sound and images onto binary: GCSE Computer Science theory prep. They will collect interesting facts about India and China and convert them into a newsletter for fellow year 8 pupils all about Binary. **Info Reliability** Pupils will be learning about the importance of different search methods and how to test for bias information. They will learn: • Boolean • Bias • Reliability • Search Engines • Advanced Searches Each of these skills is linked to controlled assessment which will be undertaken in Year 10 for GCSE.
Assessment	*Marking Point 1* E-Safety Podcast *Marking Point 2* Binary Leaflet
Reward & enrichment	Code Club will allow pupils to partake in extra curricular activites with programming.
Character	 QofS – Creativity & Curiosity Pupils will develop their ability to solve mathematical problems in computing through the use of binary.

Spring 2

Knowledge	Python (6 hours) Networks (5 hours) Animations (4 hours)
Skills	**Python** Python Quiz – Pupils will create a quiz to test fellow pupils on saving the planet. • They will be taught how to create variables, • Identify and correct syntax errors through tests. Ultimately, they will create and interactive quiz that requires input from the user. **Networks** Pupils will research these areas and decide which components would be used for a specific computer. They will also study the different types of network topologies and identify the most suitable one for different needs. They will collect prices and input data into a spreadsheet then present their key findings in a business style pitch. **Animations** Pupils will be learning about animated banners and the use of effective banners in webpages. They will: • build an animated banner • create effective movements • plan and build a webpage • export the animation to insert on the webpage • evaluate and improve
Assessment	*Marking Point 1* Progress Test

Reward & enrichment	Code Club will allow pupils to partake in extra curricular activites with programming.
Character	 QofS – Responsibility & Reflection Pupils will develop their qualities in learning how to use ICT in a responsible way to create an animation fit for purpose. They will reflect on their animation and make improvements.

Summer 1

Knowledge	E-Safety (5hours) Binary (5 hours) Info Reliability (5hours)
Skills	**E-Safety** Pupils will research E-Safety Issues and determine how to safe when online and social networking. • Planning • Finding • Communicating information • Evaluating **Binary** Each of these skills is linked to controlled assessment which will be undertaken in Year 10 for GCSE. Binary, Text & Digits Pupils will learn about the history of Binary. • They will learn how to convert text, • numbers, • Sound and images onto binary: GCSE Computer Science theory prep. They will collect interesting facts about India and China and convert them into a newsletter for fellow year 8 pupils all about Binary. **Info Reliability** Pupils will be learning about the importance of different search methods and how to test for bias information. They will learn: • Boolean • Bias • Reliability • Search Engines • Advanced Searches Each of these skills is linked to controlled assessment which will be undertaken in Year 10 for GCSE.
Assessment	*Marking Point 1* E-Safety Podcast *Marking Point 2* Binary Leaflet
Reward & enrichment	Code Club will allow pupils to partake in extra curricular activites with programming.
Character	 QofS – Practice & Resiliency Pupils will be using advanced searches and Boolean to practice their effective use of searching the internet.

Summer 2

Knowledge	Python (6 hours) Networks (5 hours) Animations (4 hours)
Skills	**Python** Python Quiz – Pupils will create a quiz to test fellow pupils on saving the planet. • They will be taught how to create variables, • Identify and correct syntax errors through tests. Ultimately, they will create and interactive quiz that requires input from the user. **Networks** Pupils will research these areas and decide which components would be used for a specific computer. They will also study the different types of network topologies and identify the most suitable one for different needs. They will collect prices and input data into a spreadsheet then present their key findings in a business style pitch. **Animations** Pupils will be learning about animated banners and the use of effective banners in webpages. They will: • build an animated banner • create effective movements • plan and build a webpage • export the animation to insert on the webpage • evaluate and improve
Assessment	*Marking Point 1* Progress Test
Reward & enrichment	Code Club will allow pupils to partake in extra curricular activites with programming.
Character	 QofS – Motivation Pupils will reflect on their skills learnt throughout the year as they develop their revision techniques for the progress tests.