



		Autumn Term	Spring Term	Summer Term
Year 8	Topic Big question: Computing the Hanley Way Responsible Use of Computing	 Introduction to Year 8 Recap Usernames, Recap logging in, security, being responsible, Recap on email and Office 365 Kodu Games Design Recap on computational thinking How visual programs work What is Kodu? Learning the skills Designing a game Test and Evaluation 	 Web Design Introduction to HTML Using WYSIWYG programs to build websites What makes a good website? Learning the skills Designing EcoFest Website Digital Graphics Bitmaps versus Vectors How computer understand PIXELS Resolution and DPI Developing Graphics Skills 	 Digital Literacy Not everything you see online in true How to evaluate sources? Watch out for fake news How to be digitally literate Coping with Information overload
	Disciplinary	 Programming in Python Recap on computational thinking How do text based programs work What is Python? Variables IF Statements To Test is Best 		
	knowledge/skills	 Information Technology Responsible Use 		
	Links – why now?	By building the foundations of computational thinking, students will be well placed to apply their skills to help break problems down into simple steps and then write and simple and well-planned programs.	These two topics will explain why binary exists, what we use it for, and how it is used to represent images on their screen. Students learn this now to help understand how technology works, and why devices they use, are needed. This builds on the learning from Year 7 –so that students understand how computers process instructions. Being able to undertake creative projects that involve selecting, using, and combining multiple applications, is an important skill.	Learning about digital literacy before students move into their GCSE course is really important. It means that they will leave Key Stage 3 with a range of tools to help them spot issues with sources, fake news and checking the reliability of what they see every day.