

KS 3 Year 8 Computing Curriculum

Unit	Description
HTML	This unit is designed to introduce pupils to writing in a textual language used in computing without over-burdening them with the logical processes behind a programming language. This will therefore, when combined with the Computational Thinking unit, lead very nicely into 'pure' Python programming in Year 9.
Graphics	Pupils are given the opportunity to develop their creativity in when using graphics software. Initial lessons are relatively structured in terms of the outcome where students follow a range of Photoshop tutorials and try out their skills on a range of images. This shows pupils how to use the software and allows for discussions around ethical issues associated with editing photographic images. After this pupils are given more freedom in creating images that demonstrate their skills.
Databases	Databases is a key topic area in both KS4 ICT and Computer Science courses, it is therefore very useful if pupils can start either or both of those subjects with a good foundation in the topic. Most of the lessons in this unit cover key fundamentals of the effective design and use of databases. This includes basic database design, queries, reports, forms and relationships. In the final lesson pupils will sit a practical assessment in which they will have to demonstrate the skills and knowledge they have learnt in the unit.
Microbit Project	This unit allows pupils to explore the use of on-board computers. Pupils follow a range of tutorials that develop their programming skills using a block editor. The unit further develops their computational thinking and programming skills which links into GCSE Computer Science but also develops resilience and problem solving skills.
Introduction to Business	TBC