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| **Subject: Computing****Year: 8 Rotation** |
| **Topic 1****Vector Graphics*** Assess the software used to create a vector graphic
* Consider how a vector graphic is different to a bitmap graphic
* Draw basic shapes (rectangle, ellipse, polygon, star) with different properties (fill and stroke, shape-specific attributes)
* Manipulate individual objects (select, move, resize, rotate, duplicate, flip, z-order) -Combine paths by applying operations (union, difference, intersection)
* Manipulate groups of objects (select, group/ungroup, align, distribute)
* Convert objects to paths
* Draw paths
* Edit path nodes
* Combine multiple tools and techniques to create a vector graphic design
* Explain what vector graphics are
* Provide examples where using vector graphics would be appropriate
* Improve a project based on feedback
* Evaluate the suitability of a vector graphic
 | **Topic 2****Web Development*** Describe what HTML is
* Modify HTML tags using inline styling to improve the appearance of web pages
* Use HTML to structure static web pages
* Apply HTML tags to construct a web page structure from a provided design
* Display images within a web page
* Assess the benefits of using CSS to style pages instead of in-line formatting
* Describe what CSS is
* Use CSS to style static web pages
* Analyse how search engines select and rank results when searches are made
* Describe what a search engine is
* Explain how search engines ‘crawl’ through the World Wide Web and how they select and rank results
* Create hyperlinks to allow users to navigate between multiple web pages
* Discuss the impact of search technologies and the issues that arise by the way they function and the way they are used
* Use search technologies effectively
* Implement navigation to complete a functioning website
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