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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 |