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