

Year 8 Computing (2024-25)

	Knowledge & Understanding			Subject Specific Literacy Development	Cultural Capital / Enrichment Opportunities
	Composites (Bigger Picture)	Components (Key Concepts)	Recall & Retrieval Practice Focus	Key Vocabulary	
Unit 1 September to October	Scratch Programming Game Design	<ul style="list-style-type: none"> ○ What makes a good game? ○ Stages of game design ○ Creating backgrounds in Scratch ○ Use of If, then, else statements ○ Coding movement and reactions in Scratch ○ Introduction to variables 	Ongoing evaluation of If, then, else statements to understand small programmes	Scratch, Variable, Code, Programme, Logic, Sequence, Selection, Iteration	
Unit 2 October to December	Staying Safe Online (eSafety)	<ul style="list-style-type: none"> ● What is cyberbullying and how does it impact others? ● What is phishing and how does it work? ● What is sexting and how can I protect myself? ● What is grooming and how can it impact me? 	Writing If, then, else statements	Phishing, Sexting, Grooming, Safety,	
Unit 3 January to March	Spreadsheet Modelling	<ul style="list-style-type: none"> ● Purpose of spreadsheets ● Key features (Cells, Rows, Columns) ● Use of formulae (SUM, IF, AND, OR, AVERAGE, MIN, MAX) ● Conditional Formatting (If, then, else) 		Formulae, Cell, Row, Column, Conditional	

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Unit 4 March to July	The Binary System & Data Representation	<ul style="list-style-type: none"> • What is the Binary System? • Converting between binary and denary numbers • What is the ASCII code? • How are images stored using binary? • How is sound stored using binary? • Use of audacity for sound storage • Types of file formats 	Repeated practice of binary/denary conversions	Byte, Bit, Binary, Denary, Base, Compression	