



Academic Learning Plan 2022-2023

Computing – Year 8

Intent : The Computing Department aims to establish, in all students, an enquiring mind and a positive can do approach. Computing is a practical subject that at times requires students to active learns sometimes learning through trial and error, helping to build resilience. Students will leave Wadham School with essential Computing skills for everyday life and an understanding of how to develop those skills further in our ever-changing technological landscape.



	Term 1		Term 2
Year 8 Units	8:1 Designing vector graphics	8:2 Computer systems	8:3 Programming with Python
Content (National curriculum)	<p>Undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users</p> <p>Create, reuse, revise and repurpose digital artefacts for a given audience, with attention to trustworthiness, design and usability</p>	<p>understand the hardware and software components that make up computer systems, and how they communicate with one another and with other systems</p> <p>understand how instructions are stored and executed within a computer system</p>	<p>Understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation</p> <p>Analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems</p> <p>Use two or more programming languages, at least one of which is textual, to solve a variety of computational problems</p> <p>Understand several key algorithms that reflect computational thinking; use logical reasoning to compare the utility of alternative algorithms for the same problem</p> <p>Understand how instructions are stored and executed within a computer system</p> <p>Design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems</p>
Literacy	Within Pupils PowerPoint work book	Within Pupils PowerPoint work book	Within Pupils PowerPoint work book
Knowledge organiser			
Assessment	Final graphic	Online test	Final program
GCSE Link	Digital Media- Creating graphics	Computing- systems	Computing- Programming skills
Homework	NA	NA	NA
CEIAG			
Enrichment			



Academic Learning Plan 2022-2023

Computing – Year 8

Intent : The Computing Department aims to establish, in all students, an enquiring mind and a positive can do approach. Computing is a practical subject that at times requires students to active learns sometimes learning through trial and error, helping to build resilience. Students will leave Wadham School with essential Computing skills for everyday life and an understanding of how to develop those skills further in our ever-changing technological landscape.

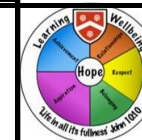




Academic Learning Plan 2022-2023

Computing – Year 8

Intent : The Computing Department aims to establish, in all students, an enquiring mind and a positive can do approach. Computing is a practical subject that at times requires students to active learns sometimes learning through trial and error, helping to build resilience. Students will leave Wadham School with essential Computing skills for everyday life and an understanding of how to develop those skills further in our ever-changing technological landscape.



		Term 3	
Year 8 Units	8.4 Web development and construction	8:5 Programming with Small Basics	
Content	<p>Create, reuse, revise, and repurpose digital artefacts for a given audience, with attention to trustworthiness, design, and usability.</p> <p>Plan a suitable product.</p> <p>Use specialist web design software to create a site. Understand the conventions of websites and the impact of Target Audience and Purpose.</p> <p>Evaluate the successfulness of the final product against set of given criteria.</p>	<p>Design, use, and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems</p> <p>Use two or more programming languages, at least one of which is textual, to solve a variety of computational problems; make appropriate use of data structures [for example, lists, tables, or arrays]; design and develop modular programs that use procedures or functions</p> <p>Understand several key algorithms that reflect computational thinking; use logical reasoning to compare the utility of alternative algorithms for the same problem</p>	
Literacy	Within Pupils PowerPoint work book	Within Pupils PowerPoint work book	
Knowledge organiser			
Assessment	Constructed webpage	Online test	
GCSE Link	Digital Media – Constructing a suitable digital product	Computing- Programming skills	
Homework	NA	NA	
CEIAG			
Enrichment			



Academic Learning Plan 2022-2023

Computing – Year 8

Intent : The Computing Department aims to establish, in all students, an enquiring mind and a positive can do approach. Computing is a practical subject that at times requires students to active learns sometimes learning through trial and error, helping to build resilience. Students will leave Wadham School with essential Computing skills for everyday life and an understanding of how to develop those skills further in our ever-changing technological landscape.

