

## EPCHS Computing: Year 8 Programme of Study

*To deliver lessons that cover a variety of different topics that appeal to all pupil interests. The priority for KS3 is to keep pupils interested, engaged, and to most importantly develop skills that will be built upon throughout their school career. Year 8 content will be delivered using Microsoft Teams.*

Year/Term	Unit of Work	Intent
Autumn	eSafety and Computing Systems	<p>To promote safe and positive use of digital technologies, including:</p> <ul style="list-style-type: none"> <li>• the Internet,</li> <li>• Social Media,</li> <li>• being aware of strangers online.</li> </ul>
	Developing for the Web	<p>To learn and develop skills when using specific website design software.</p> <p>This unit of work is very engaging and will allow for pupils to develop their own website using EduBlocks software. This software allows pupils to use features such as:</p> <ul style="list-style-type: none"> <li>• videos,</li> <li>• images,</li> <li>• text,</li> <li>• social media platform links</li> </ul>
Spring	Media – vector graphics	<p>To learn about different types of graphics and to develop, using Inkscape, vector graphics to meet specific purposes.</p> <p>This unit of work will teach pupils the different between vectors and other types of graphic. Pupils will be able to create vector graphics and plan their own designs.</p>
	Python	<p>To learn and develop programming skills with a focus on the Python programming language.</p> <p>This unit of work will cover the basic skills needed to run certain programs within Python. Pupils will be able to design an algorithm and then create a program based on their algorithm.</p>
Summer	Mobile App Development	<p>To learn and develop skills in JavaScript by using App Lab.</p> <p>This unit of work is very interactive and will give pupils the opportunity to use specialised software</p>

		to create their own apps. Pupils will be able to create app games such as Smile Hunt and Tic Tac Toe before embarking on their own app projects that they will design and create themselves.
	Representations - Binary	This unit of work will cover the basics of binary. Pupils will be introduced to computational ways of thinking and will learn how binary is crucial to computers. Pupils will be able to complete basic tasks using binary.