Year 8 Units of Work

Year 8	Autumn Term		Spring Term		Summer Term	
	lst Half Term	**2nd Half Term**	**lst Half Term**	**2nd Half Term**	**lst Half Term**	**2nd Half Term**
UNIT OF WORK	Skill building - spreadsheets, DTP, Comic Life, Website design, Video and Databases.	Understanding computers, input output, storage, CPU and memory cycle, internet, digital devide, cloud services, computational thinking, Python, Binary, elements of a computer.	ICT/Media project - a project of the students choice. They must combine s/w they have to use all the skill they learnt in the skill building term.	ICT/Media project - a project of the students choice. They must combine s/w they have to use all the skill they learnt in the skill building term.	Code controller - creating games using scratch and Kodu.	App developer - creating apps. Theme park using modelling techniques, to see how a theme park would run.
CURRICULUM MAP	Undertake creative projects that involve selecting, using, and combining multiple applications.	Use two or more programming languages.	Undertake creative projects that involve selecting, using, and combining multiple applications.	Undertake creative projects that involve selecting, using, and combining multiple applications.	Design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems.	Undertake creative projects that involve selecting, using, and combining multiple applications.
	Create, re-use, revise and re-purpose digital artefacts for a given audience.	Understand the hardware and software components that make up computer systems & design, use and evaluate computational abstractions.	Create, re-use, revise and re-purpose digital artefacts for a given audience.	Create, re-use, revise and re-purpose digital artefacts for a given audience	Understand several key algorithms that reflect computational thinking.	Create, re-use, revise and re-purpose digital artefacts for a given audience.
		Understand how instructions are stored and executed within a computer system.	Understand a range of ways to use technology safely, respectfully, responsibly.	Understand a range of ways to use technology safely, respectfully, responsibly.	Understand simple Boolean logic.	Understand a range of ways to use technology safely, respectfully, responsibly.
ASSESSMENTS	Communication and collaboration, Critical evaluation.	Impact of technology.	Capability, Communication and manipulating information.	Exploring ideas and manipulating information.	Exploring ideas and manipulating information.	Exploring ideas and manipulating information.
HOMEWORK	Literacy spellings key words. Surveys	Literacy spellings key words.	Literacy spellings key words. Design of solutions.	Literacy spellings key words. Design of solutions.	Literacy spellings key words. Design of solutions.	Literacy spellings key words.