Curriculum Summary Document

Year 8 Computer Science

Module / Unit of Learning	Taught During	What will students Learn	How does this help to build a firm foundation	Links to other subjects
Computer Development	Autumn One	Learners will be introduced to the history and development of the computer. They explore how a computer uses Binary to represent characters and numbers		History Maths
Applications	Autum Two	During Autum Two learners will develop an understanding of how to spreadsheet applications to collect, process and visualise data.		Art Media
Computational Thinking	Spring One	Learners will be introduced to a project on sustainable development of computing devices.		Engineering Maths
Computational thinking project	Spring Two	Learners will apply their knowledge of computational thinking to complete their sustainable development project		Engineering Maths

Text Based Programming	Summer One	Learners will be introduced to Python text-based programming. They will build on their knowledge of variables, logical operators, arithmetic operators, input and output from Y7		Maths English
Programming development	Summer Two	Learners will further develop use of coding constructs through the use of selection by developing a text-based game.		