COMPUTING: Key Stage 3 Curriculum

Year 8

Content (Intent)	Links to prior learning	Skills and Assessment (Implementation)	Expected Learning Outcomes (Impact)
Term 1/2 What is a Computer System - Hardware / Software - Peripheral Devices - Data Representation - Networks	Develop confidence in using different types of computers from Year 7 Term 6.	Skills: - Data representation - Identification of hardware and software - Team working Assessment: End of Topic Test on Teams, closed book Observation of group work	Can identify key component parts of a computer system and be able to explain how they combine to make a computer system Can explain how instructions are stored and executed within a computer system; understand how data of various types (including text, sounds and pictures) can be represented and manipulated digitally, in the form of binary digits Understands simple Boolean logic [for example, AND, OR and NOT] and some of its uses in circuits and programming; understand how numbers can be represented in binary, and be able to carry out simple operations on binary numbers

Term 3/4 Spreadsheets - Data vs Information - Formulas - Functions - Data Analysis	Build on use of spreadsheets Year terms 5/6, model are to be used to explore data rather than just inputting	Skills: - Creating digital artefacts for a specific purpose / audience - Developing creative projects that use a range of different software or sources Assessment: Spreadsheet portfolio of skills learnt	Can show an ability to be able to create, reuse, revise and repurpose digital artefacts for a given audience Design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems
Term 5/6 Programming - High Level Programming Languages - Programming Constructs - Integrated Development Environments	Development of text-based programming abilities as now being used in an online IDE	Skills: - Use of Text based programming - Use of computational abstractions to model real world scenarios - Assessment:	Use of a text-based programming language to solve a real-world problem.

Resources and/or activities to support learning

You Tube: Excel for Beginners – The Complete course

Code Marker UK – 200+ Interactive coding challenges