

## Year 8 ICT

In Yr 8 students begin to get more of an idea about what Computing is and how different it is to ICT which then leads on into Yr 9 in more depth. Students build upon skills in Yr 7 when looking at spreadsheets and e-safety. Brain In Gear's, discussions and peer feedback are used to ensure that students can retrieve information from previous learning. Google Classroom and Google Drive continue to be used throughout for most work unless subject specific software is required.

Year 8 Curriculum	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
<b>Topic(s)</b>	<b>1 - HTML</b> <ul style="list-style-type: none"> <li>● Introduction to web coding.</li> <li>● Understand what HTML is.</li> <li>● Use HTML simulator online to learn basic HTML code.</li> <li>● Use Notepad++ as a class to create a basic webpage.</li> <li>● Look at tags, HEX codes, linking pages, etc.</li> <li>● Use of Google Classroom for some tasks.</li> </ul>	<b>2 - Web Design</b> <ul style="list-style-type: none"> <li>● Using web design software to create a well designed website.</li> <li>● Understand the difference to using Notepad++</li> <li>● Plan a website on a given theme.</li> <li>● Introduction to MS Expression Web software.</li> <li>● Create a website in MS Expression Web from scratch.</li> <li>● Create an animation for the website.</li> <li>● Design rules and audience and purpose.</li> </ul>	<b>3 - Excel Spreadsheets</b> <ul style="list-style-type: none"> <li>● Recap spreadsheet skills.</li> <li>● How a spreadsheet can be used for Scientific data.</li> <li>● Using a spreadsheet as a model.</li> <li>● Writing formulas and formatting a spreadsheet.</li> <li>● Different uses for spreadsheets.</li> <li>● Use of Google Classroom for some tasks.</li> </ul>	<b>4 - GameMaker</b> <ul style="list-style-type: none"> <li>● Introduction to games design using blocks of code.</li> <li>● Understand what a "good" game includes.</li> <li>● Games design keywords, e.g. sprites, objects, etc.</li> <li>● Use video tutorials to create three different types of games.</li> </ul>	<b>4 - GameMaker</b> <ul style="list-style-type: none"> <li>● Plan and create a game for a target audience.</li> <li>● Create own sprites and backgrounds.</li> <li>● Understand how games are tested throughout.</li> <li>● Use of Google Classroom for some tasks and independent work.</li> </ul>	<b>4 - E-Safety</b> <ul style="list-style-type: none"> <li>● Enhance and further embed learning on e-safety.</li> <li>● Look at videos online and control of what is posted.</li> <li>● E-safety keywords.</li> <li>● Creation of e-safety booklet for Yr 7.</li> <li>● Use of DTP software.</li> </ul>
<b>Assessment</b>	Peer Feedback  HTML Code Assessment	Web Design Keywords - WCF  Web Design Assessment	Peer Feedback  Spreadsheet Assessment	GameMaker Keywords - WCF	Peer Feedback  GameMaker Assessment	Peer Assessment  E-Safety Booklet

## Independent Work

Students are given work that compliments and extends the learning done in the classroom and sometimes requires some independent research. This is often assessed as a whole class. When students are preparing for an assessment we encourage students to practice and revise independently, whether this is in school at extra sessions or at home. Some work started in the classroom may have to be completed independently.