Overview

The Year 8 curriculum provides challenges and new experiences in computing, digital literacy and digital media and is designed to ensure students studying GCSE Computer Science have a basis of knowledge, skills and understanding in the fundamental concepts covered at KS4.

Term 1

For the first part of the term, you will be introduced to the world of computational thinking. You will learn how to problem solve and the different methods that Computer Scientists use to tackle problems. For the second part of term, you will learn about key algorithms that reflect computational thinking.

Year 8
Computer Science

Term 2

For the first part of the term, you will learn to code using a text-based programming language called Python. For the second part of the term, you will learn how bitmap and vector images are represented and stored by a computer. You will also be given the opportunity to practise your skills in design, photo editing and image manipulation using layers to create a movie poster using Photoshop.

Term 3

For the first part of the term, you will explore the technologies that make up the internet and World Wide Web. You will learn the building blocks of the World Wide Web, HTML and CSS to create your own functioning website. For the second part of the term, you will be taken through the entire process of creating your own mobile app. You will perform user research, design your own app, write the code for it, before finally evaluating it.