



## KEY STAGE 3 – YEAR 8 – COMPUTER SCIENCE

### CURRICULUM MAP

Autumn Term		Spring Term		Summer Term	
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Key Themes	Key Themes	Key Themes	Key Themes	Key Themes	Key Themes
<b>1 Representations - From Clay to Silicon</b>  <i>Representing numbers and text using binary digits.</i>	<b>2 Media - Vector Graphics</b>  <i>Creating vector graphics through objects, layering, and path manipulation.</i>	<b>3 Developing for the Web</b>  <i>Using HTML and CSS to create webpages.</i>	<b>4 Mobile App Development</b>  <i>Using event-driven programming to create an online gaming app.</i>	<b>5 Computing Systems</b>  <i>Exploring the fundamental elements that make up a computer system.</i>	<b>6 Python Programming</b>  <i>Applying the programming constructs of sequence, selection, and iteration in Python.</i>
Assessment / Composite Tasks	Assessment / Composite Tasks	Assessment / Composite Tasks	Assessment / Composite Tasks	Assessment / Composite Tasks	Assessment / Composite Tasks
<b>Work booklet tasks</b>  End of unit summative assessment	<b>Graphic</b>  End of unit summative assessment	<b>Mini website</b>  End of unit summative assessment	<b>Mobile app</b>  End of unit summative assessment	<b>Work booklet</b>  End of unit summative assessment	<b>Python program</b>  End of unit summative assessment