



Computing	
Topic	<div style="display: flex; justify-content: space-between;"> <div style="width: 48%;"> <p><u>Unit 1 Operating Systems</u></p> <p>This unit looks at operating systems and how they work, this will also make students aware of the different types, this will be achieved by:</p> <ul style="list-style-type: none"> • Understanding what an operating system is. • Explain the different parts of an operating system. • Describe the different types of software. • Explain the positive negative of different types of operating systems. </div> <div style="width: 48%;"> <p><u>Unit 2 CMD the command line</u></p> <p>This unit looks at the different types of interface both graphical and the command line. Pupils will achieve this by:</p> <ul style="list-style-type: none"> • Discuss the advantages and disadvantages of a graphical user interface or a command line interface. • Compare the two types of interface and explain which one is best and why. • Explain and demonstrate some of the DOS commands and what they do. </div> </div>
Assessment	<div style="display: flex; justify-content: space-between;"> <div style="width: 48%;"> <p><u>Progress Check 1</u> Approximate Date of Assessment Week Beginning:</p> <p>The assessment will be on the classwork that they have produced and provide them with written targets in order to support them to move forward.</p> </div> <div style="width: 48%;"> <p><u>MILESTONE 1</u> Approximate Date of Assessment Week Beginning:</p> <p>The assessment will be a range of multiple choice, sort answer questions which will tests the skills studied throughout the two units, both Under the hood and Thinking like a computer scientist. Students will need to revise information from both topics a revision guide will be made available to them.</p> </div> </div>

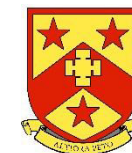


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Topic	<div style="display: flex; justify-content: space-between;"> <div style="width: 48%;"> <p><u>Unit 3 Binary</u></p> <p>This unit will look at how computers use binary and how to convert from decimal to binary. This will be achieved by:</p> <ul style="list-style-type: none"> • Explain how binary code is created and how it is used. • Demonstrate how to convert decimal to binary using method 1. • Demonstrate how to convert decimal to binary using method 2. • Compare methods and explain which one is better and why. </div> <div style="width: 48%;"> <p><u>Unit 4 Instruction Set Deadlines</u></p> <p>This unit will allow pupils to develop an understanding of how the Mars rovers work and develop algorithms to allow a robot to avoid obstacles. This will be achieved by:</p> <ul style="list-style-type: none"> • Explain and develop code to direct a robot. • Describe the Mars rovers and some basic facts. • Develop code to avoid obstacles on Mars. • Develop the repeat command in order to reduce code. </div> </div>
Assessment	<div style="display: flex; justify-content: space-between;"> <div style="width: 48%;"> <p><u>Progress Check 2</u></p> <p>Approximate Date of Assessment Week Beginning:</p> <p>The assessment will be on the classwork that they have produced and provide them with written targets in order to support them to move forward.</p> </div> <div style="width: 48%;"> <p><u>MILESTONE 2</u></p> <p>Approximate Date of Assessment Week Beginning:</p> <p>The assessment will be a range of multiple choice, short answer questions which will test the skills studied throughout the two units, both Under the hood and Thinking like a computer scientist. Students will need to revise information from both topics; a revision guide will be made available to them.</p> </div> </div>



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Topic	<div style="display: flex; justify-content: space-between;"> <div style="width: 48%;"> <p>Unit 5 Programming using selection statements</p> <p>In this unit pupils will develop their understanding of If statements, Else statements, Loops and repeats. This will be achieved by:</p> <ul style="list-style-type: none"> • Explain and demonstrate what the if and else command does. • Develop code to move an object around a maze. • Design and create a maze based on a design brief. • To demonstrate and explain how to use the loop command. • To read code and explain what the code will do without testing in real situation. </div> <div style="width: 48%;"> <p>Unit 6 Connecting to the internet</p> <p>In this unit pupils will look at the stages in which you connect to the internet and explain the stages that are used. This will be done by:</p> <ul style="list-style-type: none"> • Identify the stages in how to connect to the internet. • Explain fibre-optic board band and how it is used • Explain Lan and Wan. • Compare the advantages and disadvantages of Lan and Wan. • Describe what HTML code is. • Identify the good and bad points of HTML code. </div> </div>
Assessment	<div style="display: flex; justify-content: space-between;"> <div style="width: 48%;"> <p>Progress Check 3 Approximate Date of Assessment Week Beginning:</p> <p>The assessment will be on the classwork that they have produced and provide them with written targets in order to support them to move forward.</p> </div> <div style="width: 48%;"> <p>MILESTONE 3 Approximate Date of Assessment Week Beginning:</p> <p>The assessment will be a range of multiple choice, sort answer questions which will tests the skills studied throughout the two units, both Under the hood and Thinking like a computer scientist. Students will need to revise information from both topics a revision guide will be made available to them.</p> </div> </div>

SUBJECT: Year 8 Computing (Creative Technology)



Term	Topic	Assessment
Autumn 1	Unit 1 Operating Systems This unit looks at operating systems and how they work, this will also make students aware of the different types.	Progress Check 1 The assessment will be judge on the classwork that they have produced and provide them with written targets in order to support them to move forward
Autumn 2	Unit 2 CMD the command line This unit looks at the different types of interface both graphical and the command line. This unit will explain the pros and cons of each and compare them.	Milestone 1 50 minute exam, skills based with some short answer responses to demonstrate understanding as well some practical evidence. Knowledge will be drawn from Spring turn 1 and 2
Spring 1	Unit 3 Binary This unit will look at how computers use binary and how to convert from decimal to binary. This will use the two methods for conversion, pupils will have to decide which method they prefer and why	Progress Check 1 The assessment will be judge on the classwork that they have produced and provide them with written targets in order to support them to move forward
Spring 2	Unit 4 Instruction Set Deadlines This unit will allow pupils to develop an understanding of how the mars rovers work and develop algorithms to allow a robot to avoid obstacles	Milestone 1 50 minute exam, skills based with some short answer responses to demonstrate understanding as well some practical evidence. Knowledge will be drawn from Spring Term 1 and 2
Summer 1	Unit 5 Programming using selection statements In this unit pupils will develop their understanding of If statements, Else statements Loops and repeats.	Progress Check 1 The assessment will be judge on the classwork that they have produced and provide them with written targets in order to support them to move forward
Summer 2	Unit 6 Connecting to the internet. In this unit pupils will look at the stages in which you connect to the internet and explain the stages that are used.	Milestone 1 50 minute exam, skills based with some short answer responses to demonstrate understanding as well some practical evidence. Knowledge will be drawn from Spring Term 1 and 2.