

THE HIGHEST STANDARDS

Always set and deliver the highest standards; never settle for less.

INVEST TO ACHIEVE

Care about the now; create the very best for your future.

EVERYONE IS VALUED

We are unique individuals working together to be the best.

NO EXCUSES

Create solutions, not excuses.

NEVER GIVE UP

Resilience is essential; self-belief drives improvement.

CULTIVATE YOUR CHARACTER

Qualifications open doors; your character gets you through them.

Computer Studies | Year 8 | 2024-2025

	Week 0	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8
Half Term 1		IT Around Us - Network Fundamentals		IT Around Us - Network risk and security		IT Around Us - Encryption		iDEA Award	
Half Term 2	Week 9	Bebras UK		Databases - Introduction		Databases - Sherlock Holmes		Databases - Top Trumps	Holiday
Half Term 3	Week 16	Week 17	Week 18	Week 19	Week 20	Week 21	Holiday		
Half Term 4	Week 22	Graphics - Bitmap Images		Graphics - Graphics Project		Graphics - Skills Practice	Holiday		
Half Term 5	Week 27	Week 28	Week 29	Week 30	Week 31	Week 32	Holiday		
Half Term 6	Week 33	Week 34	Week 35	Week 36	Week 37	Week 38	Week 39		
	HTML - Project Building		Makecode Arcade - Introduction		Makecode Arcade - Games Design		iDEA Award		

How does this year deliver your curriculum intent?

In Term 1, our students continue to develop their **online safety** knowledge, but with a focus on more technical networking and cybersecurity elements, which allows students to understand these concepts in the real world. In addition to this, students will participate in a National competition on logical and computational thinking called '**Bebras UK**'. To end the term, students look at how information can be stored and searched through the use of a **Database**, whilst developing their essential computing skills by using an integral software found in businesses. In Term 2, students will begin a **digital design** unit, followed by a **Business** module where students will apply these graphical skills to a business scenario. In Term 3, students will cover web development and these skills will prepare the students for the rigor of ICT at KS4 and KS5. The final unit of the year embeds Computer Science **programming** skills through the use of Makecode Arcade, where students will make a game to download onto handheld gaming devices. This curriculum is intended to give pupils a chance to experience both CS and ICT in preparation for options in Year 9, as well as ensuring that pupils are studying a broad range of topics which will be useful in later life.