



Edgbarrow School

Year 8

IT & Computer Science



Curriculum Intent

The aim of IT and Computer Science is to develop young people who are digitally literate, resilient and have problem solving skills. Students will develop transferable skills to use across the curriculum, and in the wider world.

○ What am I studying and how and when will I be assessed?

Knowledge & Skills	Time of Year	Assessment	Homework
Hardware, Software & Boolean Logic – Learning the Hardware & Software used within IT & Computer Science and understanding Boolean Logic	Autumn Term 1	Part A will be multiple choice questions and Part B will be a written task	At KS3, homework will be set by way of a project during one half term this year. In addition, one week prior to an ITCS assessment, a homework assignment will be posted on ClassCharts as a reminder to revise for the upcoming assessment.
Computer Graphics – Designing and creating Bitmap & Vector Graphics and understanding the properties of Computer Graphics.	Autumn Term 2	Part A will be multiple choice questions and Part B will be a practical task using Graphics software	
Spreadsheets – Using & Creating spreadsheets for a scenario	Spring Term 1	Part A will be multiple choice questions and Part B will be a practical task	
Python Programming – Python programming skills including sequencing, selection & iteration and debugging programs	Spring Term 2 & Summer Term 1	Part A will be multiple choice questions and Part B will be a practical task	
Game Design & Creation – Using game creation software to design and create Computer Games.	Summer Term 2	Project assessed through ongoing classwork	

Students will also work on their iDEA award throughout the year, learn about emerging technologies, e-safety & Cyber Security. Students will submit work on Google Classroom throughout the year and feedback will be given both verbally and through comments on Google Classroom. Students will be assessed at the end of each topic, rather than having an end of year assessment.

Over the course of the year, you need to revise the following to gain a secure understanding of the Y8 content:

- Hardware, Software & Boolean Logic
- Computer Graphics
- Spreadsheets
- Python- Programming, testing & debugging
- Game Design

A more detailed list of the topics to revise will be on Google Classroom prior to all assessments.

You can also use these websites to help:

<https://www.bbc.co.uk/bitesize/subjects/zvc9q6f>

<https://teach-ict.com/index.html>

Enhancing IT & CS Skills & Knowledge

Students can also work on their iDEA award throughout the year. www.idea.org.uk The goal is for students to achieve their Bronze and Silver Awards by the end of Year 9. Students will also have lessons dedicated to careers research / information throughout their KS3 studies.

Marking for Literacy

(Longer answers and written work will be marked for at least one of the below, your teachers will tell you which.)

Sp – Spelling mistake of key term

// - Needed new paragraph

C – Capital letter missing

P – Punctuation needed

Expr - Expression

Students will demonstrate pride in their work by:

- Take care of your book and work area. Including Sensible Folder Structure & File Names
- Title and date all work
- Write as neatly as you can in pen and make sure your electronic files are neat & readable.
- Update & improve any incorrect work.
- Upload all work to Google Classroom
- Diagrams, graphs, drawings should all be done in pencil or electronically.