



# 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
<b>Hardware, Software &amp; Boolean Logic</b> – Learning the Hardware & Software used within IT & Computer Science and understanding Boolean Logic	Autumn Term 1	w/c 9 <sup>th</sup> October - Multiple choice & written questions	<p>At KS3, HW can take various forms, including creating resources that may aid subsequent revision, recap quizzes, research tasks, relevant iDEA badges or written questions.</p> <p>At times, there may be practical homework, such as creating a game using a programming language, working on website creation etc.</p> <p><b>On average, students should receive one piece of homework per half term. Prior to each end of unit assessment, an additional revision homework may be set.</b></p>
<b>Computer Graphics</b> – Designing and creating Bitmap & Vector Graphics and understanding the properties of Computer Graphics.	Autumn Term 2	w/c 4 <sup>th</sup> December – Multiple Choice questions plus a practical task using Graphics software	
<b>Spreadsheets</b> – Using & Creating spreadsheets for a scenario	Spring Term 1	w/c 5 <sup>th</sup> February - Multiple Choice questions plus a practical task	
<b>Python Programming</b> – Python programming skills including sequencing, selection & iteration and debugging programs	Spring Term 2 & Summer Term 1	w/c 6 <sup>th</sup> May Part A will be multiple choice questions and Part B will be a practical task	
<b>Game Design &amp; Creation</b> – 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 and will start to look at careers within IT & Computer Science.

Students will submit work on Google Classroom throughout the year and feedback will be given both verbally and through private comments on Google Classroom. Students will be assessed at the end of each topic.

#### 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](http://www.idea.org.uk) The goal is for students to achieve their Bronze award by the end of Year 9, as a minimum.



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**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.