

Year 8

| | Think Like a Game Designer | Think Like a Computer Engineer | Think Like a Data Analyst | Think Like a Web Designer | Think Like a Graphic Designer |
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| | Visual Programming + Game Design | Hardware and Software | Spreadsheet Skills | HTML | Bitmap Graphics |
| Why? | Game development popular topic with many students and requested by students in feedback. Develops 21st digital literacy by learning to be a creator rather than a consumer. Project based to foster collaboration, communication and evaluation. | Develop 3 core programming constructs that were introduced in Y7. Core knowledge needed for GCSE Computer Science + Develop 21st century literacy skills. | Builds on basic skills from Y7 and develops core skills for KS4 IT course. Useful digital skills that may be needed in workplace or personal life | Introduction to CSS which allows for much greater creativity when creating pages and is widely used industry skill. | Simple introduction to bitmap design principles and tools. |
| Intent | Understand how to conduct market research. Design and create a game for a target audience. Develop digital products for a target audience. | Apply core programming concepts of sequence, selection and iteration on a physical device (Micro:Bit) that re-inforce + build upon Y7 PC Basics Unit. | Use cell referencing, basic formulae, create charts and use a wider range of functions with more confidence to manipulate data in a spreadsheet | Construct HTML page using basic formatting tags. Use CSS to style pages. | Understand how bitmap images are represented on a digital device. Develop basic bitmap image editing skills (cut out, layering and opacity) |
| | Problem solving and critical thinking Logical thinking Communication and collaboration Creativity Self evaluation | Problem solving and critical thinking Logical thinking Communication and collaboration Creativity | Problem solving and critical thinking Logical thinking Communication and collaboration Creativity Self evaluation | Problem solving and critical thinking Logical thinking | Creativity |
| Connections to previous learning | <ul style="list-style-type: none"> •Comp thinking •PC Basics •Game Development •HTML - Bitmap editing | <ul style="list-style-type: none"> •Comp thinking •PC Basics •Game Development | <ul style="list-style-type: none"> •Spreadsheets | <ul style="list-style-type: none"> •HTML | New skill |
| Connections to future learning/ pathways | <ul style="list-style-type: none"> • GCSE Computer Science - programming | <ul style="list-style-type: none"> •Foundation to further programming units: Game dev, Y9 Chatbot •GCSE Computer Science | <ul style="list-style-type: none"> •Y9 App development Project •KS4 IT - Spreadsheets | <ul style="list-style-type: none"> •GCSE Computer Science - Networks • KS4 IT - products fit for audience and purpose | <ul style="list-style-type: none"> • KS4 IT - products fit for audience and purpose and Graphic Design |