



**Denton Community College**  
**Departmental Curriculum Map**  
**Subject: Computer Science**



**Year Group:8**

	<b>Lessons 1 - 3</b>	<b>Lessons 4 - 5</b>	<b>Lessons 6 - 8</b>	<b>Lessons 9 - 10</b>	<b>Lessons 11 - 13</b>
<b>Topics</b>	Baseline assessment and online safety	Creative and graphical computer science	Hardware and software	Audio	iDEA – Work towards Bronze award
<b>What will students during this unit?</b>	Students receive updated information regarding online safety and a reminder of expectations online. Also, students complete a baseline assessment.	Students complete a series of create tasks which create pixel art. Students look in depth at how images are made on digital screens.	Students learn the difference between hardware and software in deepening their knowledge of fundamental concepts within computer science.	Students learn how to edit digital audio for a given scenario. There is reference to the more technical aspects of digital audio e.g. sample rate and bit depth.	Students apply what they have learnt and work towards their bronze award within iDEA. This award supports students' level of digital literacy. There is a focus on the creative badges within the Maker section.
<b>When will students be assessed?</b>	Twice per half term, which is equal to once every two weeks.	Twice per half term, which is equal to once every two weeks.	Twice per half term, which is equal to once every two weeks.	Twice per half term, which is equal to once every two weeks.	Twice per half term, which is equal to once every two weeks.
<b>How will students be assessed?</b>	<ul style="list-style-type: none"> <li>Baseline digital assessment</li> <li>Low-stakes lesson quiz</li> </ul>	<ul style="list-style-type: none"> <li>Low-stakes lesson quiz</li> <li>midway assessment</li> </ul>	<ul style="list-style-type: none"> <li>Low-stakes lesson quiz</li> </ul>	<ul style="list-style-type: none"> <li>Low-stakes lesson quiz</li> </ul>	<ul style="list-style-type: none"> <li>Low-stakes lesson quiz</li> <li>End of unit written assessment</li> </ul>
<b>Key Vocabulary</b>	Online behaviour, digital footprint, data, PEGI, respectful.	Pixel, image, megapixel camera, RGB, file size, collage, file size, file type,	Input, output, devices, fetch, decode and execute, system software, application software	MP3, audio, volume, manipulate, trim, split, pitch, export, import.	
<b>Homework opportunities to broaden or deepen student knowledge</b>	IDEA is used for homework which encourages a broad and balanced view of digital literacy outside of computer science. Students aim for a bronze	IDEA is used for homework which encourages a broad and balanced view of digital literacy outside of computer science. Students aim for a bronze	IDEA is used for homework which encourages a broad and balanced view of digital literacy outside of computer science. Students aim for a bronze award by the end of	IDEA is used for homework which encourages a broad and balanced view of digital literacy outside of computer science.	IDEA is used for homework which encourages a broad and balanced view of digital literacy outside of computer science. Students aim for a bronze

	award by the end of Y7 and silver by end of Y9. Lessons link to specific “badges” which encourage further knowledge of topic.	award by the end of Y7 and silver by end of Y9. Lessons link to specific “badges” which encourage further knowledge of topic.	Y7 and silver by end of Y9. Lessons link to specific “badges” which encourage further knowledge of topic.	Students aim for a bronze award by the end of Y7 and silver by end of Y9. Lessons link to specific “badges” which encourage further knowledge of topic.	award by the end of Y7 and silver by end of Y9. Lessons link to specific “badges” which encourage further knowledge of topic.
<b>Links to the National Curriculum</b>	Understand a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy; recognise inappropriate content, contact and conduct, and know how to report concerns.	Undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users.	Understand a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy; recognise inappropriate content, contact and conduct, and know how to report concerns.	Undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users.	Undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users.