



# Denton Community College 2022/2023

## Departmental Curriculum Map

### Subject: Computer Science

### Year Group:8



	Autumn term 1	Autumn term 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Topics</b>	Baseline assessment, word processing skills and online safety	Copyright and credibility of online resources	Computer and Internet technology	Vector Graphics	Animation	Project task / iDEA progress
<b>What will students during this unit?</b>	Students receive updated information regarding online safety and a reminder of expectations online. Students gain an awareness of key skills needed when using word processing software. Also, students complete a baseline assessment.	Students complete a series of tasks which focus on online resources. They are taught about copyright, permissions and the sharing of files.	Students learn the difference between hardware and software and the role of key hardware within the home e.g. router/ switch.	Students learn how to create, edit and manipulate vector graphics. They are also shown where these are used, and why they exist.	Students learn how to create and edit animation. They are encouraged to make the link between vector graphics and animation. There is also a logical approach to animation and the impact of students; animations within the animation.	This covers the final lessons where students will be given a range of tasks for them to complete. The tasks will be created from content covered over the year. In addition, students will be given opportunities to complete their "bronze" award within iDEA
<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.	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> </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> <li>End of unit written assessment</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, router, switch.	Polygons, shape, fill, line, colour, file size,.	Tween, frame, frame rate.	
<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 award by the end of Y7 and silver by end of Y9. Lessons link to specific “badges” which encourage further knowledge of topic.	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.	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.	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.	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.	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.
<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.	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.