



Home Access to Learning 2020-21

In the event that individual students are not attending school and are able to complete work, these are the **core topics** being covered by each subject each half term and the relevant links to learning materials to use.

Subject: Computing Year: 8

Term	Core topic/s	Learning resources to access	Additional suggested tasks
Autumn 1	Hardware and networking Input and output devices, components of a computer, networks LANs/WANs and topologies Kodu Understand programming techniques in Kodu. Creating landscapes, navigation and pathing. Clones and creatables. Pages and selection.	L:\Computing\A Key Stage 3\Year 8\1 - Hardware and Networking L:\Computing\A Key Stage 3\Year 8\2 - Kodu	Create a poster on the different parts of a computer. If pupils have a games console (or not), research the various elements which comprise a games console. Create an interactive game for either 1 or 2 player.
Autumn 2	ICT in society Understand how ICT is used. Understand the moral issues related to the use of ICT. Understand the importance of staying safe online. Graphics Looking at file types and compression, use of photoplus software, image manipulation and creating images fit for purpose and audience.	L:\Computing\A Key Stage 3\Year 8\3 - ICT in Society L:\Computing\A Key Stage 3\Year 8\4 - Graphics	Create a poster on the importance of online safety and who pupils can contact if worried about something.
Spring 1	Graphics Looking at file types and compression, use of photoplus software, image manipulation and creating images fit for purpose and audience. Websites Analyse existing websites, image manipulation of images and compression.	L:\Computing\A Key Stage 3\Year 8\4 – Graphics	Use the internet to research and gather images to create a film poster on one of the following: Documentary about space, action movie called '2Brothers' or a love film 'What the Heart Wants'.



A specialist maths and computing school

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	Creating a website including: photo gallery, buttons, animated banner and RSS feeds.	L:\Computing\A Key Stage 3\Year 8\5 - Website	Create a functioning website on Serif: Start, ICT, Serif Applications, Web Plus
Spring 2	Websites Analyse existing websites, image manipulation of images and compression. Creating a website including: photo gallery, buttons, animated banner and RSS feeds.	L:\Computing\A Key Stage 3\Year 8\5 - Website	
Summer 1	Programming using Rur-ple Understand programming techniques in Rur-ple to navigate Reeborg around a maze: Repeat, functions, if statements, while loops. Spreadsheets Understand the basic features of modelling using spreadsheets. Understand some of the advance features of spreadsheets: conditional formatting, IF statements and macros.	L:\Computing\A Key Stage 3\Year 8\6 - Rur-ple	Create a computer programme using Rur-ple. https://sourceforge.net/projects/rur-ple/
Summer 2	Game creating Looking at games and types of games. How games can be player. Creating games using software and creating games for an audience and purpose.	L:\Computing\A Key Stage 3\Year 8\8 - Game creation	Create their own interactive game – Multimedia Fusion. https://www.clickteam.com/download-centre/mmf2