## Computing Year 8 Learning Map

|         | Units of Work   |  |   |   |   |   |  |
|---------|---|--|---|---|---|---|--|
|         | HTML  | Hardware<br>and<br>Software  | Creating a<br>Website   | Flowcharts  | Data<br>Representation                    | Film<br>Advertising   | Python Turtle                            |
| Lessons | What is<br>HTML?                                      | What are the<br>differences<br>between<br>hardware and<br>software | Consistency<br>and websites   | Introduction to<br>flowcharts and<br>the meaning of<br>the shapes | What are binary<br>and denary<br>numbers? | Analysing the<br>different<br>elements within<br>film trailers and<br>adverts   | Introduction to<br>Python<br>programming |
|         | Writing HTML<br>and<br>understanding<br>keywords      | The different<br>uses of<br>hardware and<br>software               | Using<br>planning to<br>create a<br>website                               | Creating<br>flowcharts<br>using Inputs<br>and outputs             | Converting denary to<br>binary            | Using planning to<br>create a film<br>trailer about<br>emerging<br>technologies | Writing basic<br>Python<br>programmes    |
|         | Editing HTML<br>to create a<br>website                | Creating<br>Effective<br>Charts                                    | Understanding<br>and creating a<br>master slide<br>and website<br>effects | Creating<br>Flowcharts<br>using sensors                           | Converting binary to denary               | Create a film   | Using variables<br>in Python<br>programs |
|         | Adding new<br>HTML code to<br>improve your<br>website | How do these<br>devices<br>communicate?                            | Creating an<br>interactive<br>website                                     | Creating Sub<br>routines  |   |   | Using inputs in<br>programs              |
|         |   |  | What is<br>evaluating and<br>how are these<br>constructed?                |   |   |   |  |