

Subject: Computing						
Year 8						
Half -Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Themes/ Content/ Units covered	Learn how to use Turtle to create simple shapes and edit the appearance of these (e.g. size, colour, line width) Use Turtle graphics to create shapes and patterns with iteration Learn the purpose of variables in programming Take inputs from a user to create customised programs	Use subroutines in Turtle	Write and execute Python programs Learn common syntax errors and how to debug programs Create variables with appropriate naming conventions Learn how to take inputs from a user and store this in a variable Use arithmetic operators in Python to perform calculations	Identify the use of selection in programs Use if, elif and else to create decision paths in a program Create interactive programs using selection to respond to user input Learn how to use the random number module in Python Create interactive games such as 'rock, paper, scissors' and 'guess the number'.	Understanding the basics of computer networks (LAN, WAN, Internet) Identifying network topologies and hardware (routers, switches) Exploring the fundamentals of cybersecurity (threats like malware, phishing, and prevention methods)	Learn the basics of web design and development using HTML and CSS Create simple web pages with headings, text, images, and links Understand the structure of a website (e.g., header, body, footer) Use CSS to style web pages and improve design Develop an understanding of online safety and digital literacy through responsible web publishing

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