# COMPUTING
## KS3



**YR8**

### Curriculum Overview

Students will build on their Year 7 computer science foundations, delving deeper into key concepts such as algorithms, programming, and data structures. They will enhance their problem-solving skills, engage with more complex topics, and develop a deeper understanding of how technology impacts the world and their future careers.

### Curriculum Topics

- **Computing systems**
- **Developing for the web**
- **Introduction to Python programming**
- **Design vector graphics**
- **App development**

### When and how assessment of learning will happen

Every student will have access to an ARE for each topic of study. This ARE allows both staff and students to track progress and achievement each lesson. Students will initially self assess their progress each lesson with the classroom teacher acknowledging and adjusting this accordingly. Students are therefore able to better understand their progress each lesson.

Assessment of skills, knowledge and understanding takes place every two lessons through written assessment, presentation or peer assessment - this is dependent on the topic of study.

### Home Learning Expectations

It is essential that students are regularly using their Google applications, checking their classrooms for homework and practising digital skills at home as well as in school.