Learning overview for Computer Science			Year group: 8	
Term	**Key topics / scheme of work**	**What most pupils will learn** (Prior assessment may alter starting point & content)	**Key skills used**	**How will this learning be assessed?**
Unit 1	Unit 1 E-safety Python quiz	Coding skills in Python, concluding with students programming their own E-safety quiz in Python.	Outputting to screen, syntax correction, selection skills.	Computational challenges, progress check test and end of unit test.
Unit 2	Computer Control	Computer control, how computers are used to automate aspects of our lives and how this happens. How to create a simulated event e.g., programming an automated greenhouse.	The three accepted ways to code, input, processes and output devices, flowcharts, the role of different sensors. They will use subroutines to make programs more efficient.	Computational challenges, progress check test and end of unit test.
Unit 3	Python Minecraft	Develop python skills using BBC Microbits	Syntax fixing, creating algorithms, using selection and iteration, investigating and modifying code.	Task completion, Computational challenges, progress check test and end of unit test.
Unit 4	Python	Pupils will develop their knowledge of Python using.	Sequence, selection, iteration and the use of subroutines.	Python and Computational challenges, progress check test and end of unit test.
Unit 5	Interactive interface.	How to create a two-page website with embedded media and widgets.	Using a range of html tags and CSS. Embedding various interactive features into a webpage. Ethical issues regarding the use of images and accessibility.	Computational challenges, progress check test and end of unit test.

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