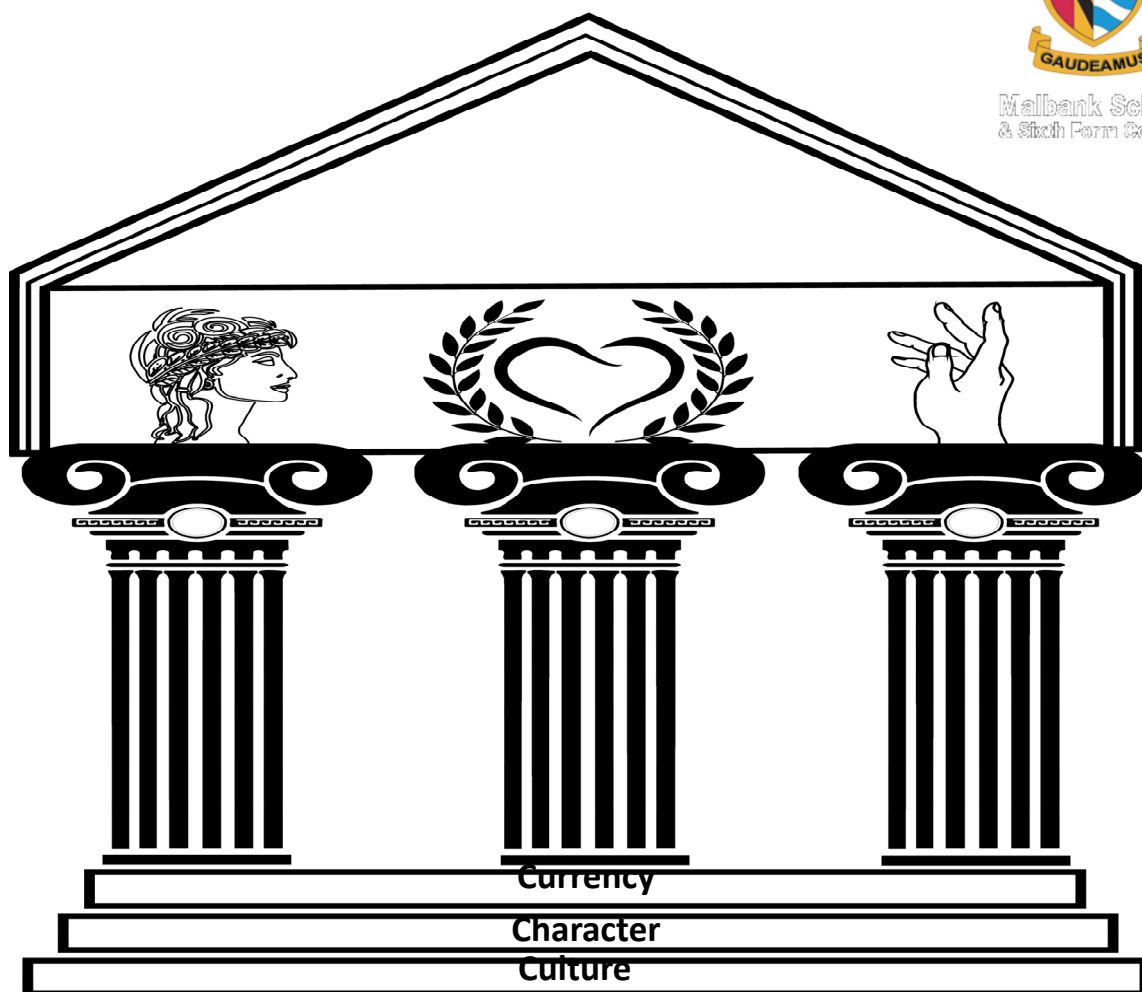


Malbank School Computer science ICT Curriculum For Year 8



Malbank School
& Sixth Form College



We will develop a broad digital skill set for using technologies and creating them, giving students opportunities to think freely to develop solutions to problems, and to create problems for themselves. They will be able to independently understand and learn complex techniques for programming, then work in teams to create solutions.

Head	Heart	Hand
<p>Organising for the Web</p> <ul style="list-style-type: none"> Undertake creative projects that involve selecting, using, and combining multiple applications, [preferably across a range of devices,] to achieve challenging goals, including collecting and analysing data and meeting the needs of known users; Create, reuse, revise and repurpose digital artefacts for a given audience, with attention to trustworthiness, design and usability; Understand a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy. 	<ul style="list-style-type: none"> Initiative Self-drive Motivation Organisation Leadership Work ethic Resilience 	<ul style="list-style-type: none"> Work independently to present information in an organised format that is easy to understand by the target audience. Work Creativity using advanced graphic techniques independently by experimenting with the tools and learning through trial and error and persistence until a satisfactory outcome is achieved.

Malbank School Computing Curriculum



<p>Digital Media</p> <ul style="list-style-type: none"> • Understand how data of various types (including text, sounds and pictures) can be represented and manipulated digitally, in the form of binary digits; • Undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users; • Create, reuse, revise and repurpose digital artefacts for a given audience, with attention to trustworthiness, design and usability; • Understand a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy 	<ul style="list-style-type: none"> • Wellbeing • Self-awareness • Initiative • Work ethic • Leadership 	<ul style="list-style-type: none"> • Chances to discuss their work with other classmates when working in teams, some will be appointed helpers. Ensure that wellbeing of team members is adhered to through appropriate delegation of tasks and outcomes. •
<p>Web Programming</p> <ul style="list-style-type: none"> • Undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users; • Create, reuse, revise and repurpose digital artefacts for a given audience, with attention to trustworthiness, design and usability; • Understand a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy. 	<ul style="list-style-type: none"> • Organisation • Leadership • Work ethic 	<ul style="list-style-type: none"> • Must have good organisation skills when it comes to their work, especially when working with folders and files. • Work well with others and use their own initiative to work out ICT related problem. • Pushing themselves through the tough challenges that will pace them and attempt to try out the coding language. • Expanding their leadership skills by taking part in small group activities and using their resilience when it comes to problem solving.