Year 8 ICT – Curriculum Map

	H/M	L
Autumn 1	**E-Safety** • Identifying and selecting Hardware and Software • Different types of data and how they are stored • Using ICT to communicate • Protecting physical safety when using ICT • Protecting emotional well-being when using ICT • Recognising inappropriate conduct, content and contact on and offline • Knowing how to report concerns on and offline	**E-Safety** • Identifying and using Hardware and Software • Different types of data and how they are stored • Using ICT to communicate • Protecting physical safety when using ICT • Protecting emotional well-being when using ICT • Recognising inappropriate conduct, content and contact on and offline • Knowing how to report concerns on and offline
Autumn 2	**Data Handling** • Using and editing existing spreadsheets • Using, editing and developing existing databases • Developing data handling skills • Selecting and using a range of data structures • Sorting, searching, and reporting – converting data into information	**Data Handling** • Using existing spreadsheets • Using and editing existing databases • Beginning to develop data handling skills • Using data structures • Sorting, searching and reporting – finding and/or organising specified data
Spring 1	**Programming - Logo** • Identifying a range of algorithms • Comparing algorithms to solve a given problem • Using a textual programming language • Developing a program using basic functions	**Programming - Probotix** • Identifying basic algorithms • Comparing algorithms • Using a visual programming language • Developing basic functions
Spring 2	**Programming - Kodu** • Understanding the project cycle (DRPEPPER) • Modelling real-world behaviours and objects • Using a programming language • Considering elements in different game genres • Choosing relevant and suitable tools and objects in Kodu to create a 3D game • Considering audience, purpose and usability	**Programming - Kodu** • Basic Planning, Making and Evaluating • Modelling real-world behaviours • Using a programming language • Identifying elements in different kinds of game • Using tools and objects in Kodu to create a 3D game • Identifying audience and purpose
Summer 1	**Computational Thinking - Networks** • Understanding how ICT can be used to meet a range of needs • Understanding different network topologies (point-to-point, bus, star, ring or circular, mesh, tree, hybrid, or daisy chain) • Investigating how different connection types work and where they are used • Recognising the Digital Divide and investigating ways it is being overcome	**Computational Thinking – Computers and Me** • Identifying ways ICT can be used • Identifying different types of computer and where they might be used • Recognising the Digital Divide and identifying ways it is being overcome
Summer 2	**Creating Websites using HTML** • Understanding the link between source code and webpages as displayed • Considering audience, purpose, usability and trustworthiness when evaluating and creating webpages • Using markup language to create pages containing text, graphics, and links • Using web development software to create more advanced pages	**Creating Apps using Blippit** • Considering the link between Apps and desktop software • Considering audience and purpose when creating apps • Using app creation tools to solve a given problem