QPHS Year 8 Computing Curriculum Map

Half term	Title	Unit summary	Assessment
1	**Developing for the Web**	Using HTML and CSS to create webpages	Self and teacher assessment of webpages Multiple choice assessment testing knowledge of HTML and CSS syntax
2	**Representations: From Clay to Silicon**	Learning how to represent numbers and text using binary digits	Multiple choice assessment, testing ability of converting between decimal and binary numbers
3	**Mobile App Development**	Using event-driven programming to create an online gaming app using Applab	Self and teacher assessment of apps created Multiple choice assessment, testing knowledge of computational thinking
4	**Media: Vector Graphics**	Creating vector graphics through objects, layering and path manipulation using Inkscape	Self and teacher assessment of vector graphics created Multiple choice assessment, testing knowledge of theory of vector graphics
5	**Computing Systems**	Exploring the fundamental elements that make up a computer system	Multiple choice and written assessment testing knowledge of the components of a computer system
6	**Introduction to Python Programming**	Learning about and applying the programming constructs of sequence, selection and iteration	Formative assessment of programs created throughout the unit Summative assessment testing knowledge of syntax and logic in Python