

Year 8 Computing Overview

Unit	Duration (lessons)	Learning Objectives/Outcomes
Multimedia 1: Animation	8	<ul style="list-style-type: none"> • Types of animation • Purpose of animation • Using Fireworks to create digital animation
Multimedia 2: Sound	8	<ul style="list-style-type: none"> • Use and impact of sound effects & music • Sound libraries and Foley • Editing sound effects using Audacity
Multimedia 3: Video	8	<ul style="list-style-type: none"> • Film making techniques and tactics • Planning video • Editing video using MovieMaker
Multimedia Project	10	<ul style="list-style-type: none"> • Systems lifecycle • Collaborative working
Advanced Spreadsheet Functions and Features	7	<ul style="list-style-type: none"> • Recap of basic spreadsheet functionality • Advanced formulas and features and their uses • Using spreadsheets in real-life contexts
Using databases to store and handle data	7	<ul style="list-style-type: none"> • Uses of databases • Creating databases using Microsoft Access • Database terminology • Forms, queries and reports
Robotics	10	<ul style="list-style-type: none"> • Exploring real-world robots • Building robots with Lego • Controlling robots with code • Solving real-world problems by designing and building robots
Java programming	18	<ul style="list-style-type: none"> • Comparisons with Scratch • Basic Java building blocks: <ul style="list-style-type: none"> ○ Output ○ Variables ○ IFs ○ Loops ○ User input