

# Year 8 Computing Medium Term Plan

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