

COMPUTER SCIENCE Year 8

YEAR 8	LINKS	LEARNING PATH 1: LP1	LEARNING PATH 2: LP2
St 1	LINK	Application Development: I can develop a fully functional app with multiple screens and user interactions	Application Development: I can design an app with a clear user interface and navigation
St 2	LINK	Application Development: I can test and refine my app to improve usability	Application Development: I can prototype a simple app using drag-and-drop software
St 3	LINK	2D Animation Software: I can create a complex animation using multiple layers and effects	2D Animation Software: I can create a multi-scene animation with smooth transitions
St 4	LINK	2D Animation Software: I can use scripting to control animations dynamically	2D Animation Software: I can use keyframes and easing to create professional-looking motion
St 5	LINK	Python Programming: I can use recursion in Python Turtle to draw fractal shapes	Python Programming: I can use functions in Python Turtle to draw repeated patterns
ST 6	LINK	Python Programming: I can create an interactive drawing program using Python Turtle	Python Programming: I can combine loops and functions to create complex Turtle graphics
St 7	LINK	HTML: I can create an HTML table to present data in an organised way	HTML: I can create a multi-page website with navigation links
St 8	LINK	HTML: I can embed audio and video into a web page using HTML tags	HTML: I can use forms in HTML to collect user input
St 9	TBC	Application Development: I can develop a fully functional app with multiple screens and user interactions	Application Development: I can design an app with a clear user interface and navigation
St 10	TBC	Application Development: I can test and refine my app to improve usability	Application Development: I can prototype a simple app using drag-and-drop software
St 11	TBC	Binary: I can convert between binary, decimal, and hexadecimal	Binary: I can convert numbers up to 255 between decimal and binary
St 12	TBC	Binary: I can explain how binary is used for sound and image compression	Binary: I can explain how text is represented in binary using ASCII



“THE COST OF BEING WRONG IS LESS THAN THE COST OF DOING NOTHING”



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YEAR 8	LINKS	LEARNING PATH 3:LP3	LEARNING PATH 4: LP4
St 1	LINK	Application Development: I can explain the difference between mobile and web apps	Application Development: I can describe what an app is and how it is used
St 2	LINK	Application Development: I can create a storyboard for a simple app idea	Application Development: I can design a basic user interface for an app
St 3	LINK	2D Animation Software: I can use layers to separate different parts of an animation	2D Animation Software: I can create a simple animation using basic shapes and movement
St 4	LINK	2D Animation Software: I can use tweening to create smooth movement	2D Animation Software: I can add frames to create movement in an animation
St 5	LINK	Python Programming: I can use Python Turtle to draw a triangle and other polygons	Python Programming: I can write a basic Python Turtle program to draw a straight line
ST 6	LINK	Python Programming: I can use loops in Python Turtle to repeat drawing patterns	Python Programming: I can use Python Turtle to draw a simple square
St 7	LINK	HTML: I can add images and links to a web page	HTML: I can create a basic web page with a title and paragraph using HTML
St 8	LINK	HTML: I can create tables in HTML to organise information	HTML: I can add headings and lists to structure content on a web page
St 9	TBC	Application Development: I can explain the difference between mobile and web apps	Application Development: I can describe what an app is and how it is used
St 10	TBC	Application Development: I can create a storyboard for a simple app idea	Application Development: I can design a basic user interface for an app
St 11	TBC	Binary: I can convert decimal numbers (0-31) into binary and back	Binary: I can understand that computers use 1s and 0s to store data
St 12	TBC	Binary: I can explain how computers use binary to store images	Binary: I can convert small decimal numbers (0-15) into binary with support



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