

Year: 8

Subject: Computer science

Summer Term		
Overarching Topic: Desktop publishing & Python		
What has come before and what comes later:	Students have been using application software to create and manipulate assets whilst working on the previous topics in year 7 and 8. This term focuses on desktop publishing and further problem solving in Python.	
	Core	Extension
The Big Questions (What questions will students be able to answer upon mastery of the topic?)	<ul style="list-style-type: none"> • Why is audience and purpose important? • What makes an effective publication? • How are elements combined? • Are there any legal issues that should be considered? • What is a menu? • What is iteration & why is it used? • What is selection? • What is a data type? 	<ul style="list-style-type: none"> • What other forms of media use similar techniques? • How can GUIs be created in Python • What is a list and is it different to an array?
	Skill/Technique	How students will develop and demonstrate this
Key skills	Writing and editing copy Asset creation Image manipulation Repurposing content for different audiences Evaluating sources Sequencing instructions Debugging problems Refining solutions	During assessments, classwork and homework, students will: <ul style="list-style-type: none"> • Evaluation of existing publications • A completed magazine front cover • A banner suitable for a website • Create a range of programs in Python solving increasingly more complex problems.