

Key Stage 3 Curriculum Map 2020-21

Term 1

Year Group: 8	Subject: Computing		
Focus/Topic	Objectives	Key Skills/ UAE Links	Home Learning/ Recommended Reading
<ul style="list-style-type: none"> • Induction, curriculum orientation and expectations • Baseline assessments 			
<ul style="list-style-type: none"> • Data representation 	<ul style="list-style-type: none"> • Establish how computers use binary to store information 	<ul style="list-style-type: none"> • What is information • How do 'yes'/'no' answers relate to binary numbers • Binary numbers (using dotted cards) • Key definitions – bit, byte, etc. Why can we measure memory in this way? 	<ul style="list-style-type: none"> • MS Teams resources • Digital worksheets • Home learning workbook • Binary cards
	<ul style="list-style-type: none"> • Model how computers use ASCII to represent text 	<ul style="list-style-type: none"> • Character Sets • ASCII 	<ul style="list-style-type: none"> • MS Teams resources • Digital worksheets • Home learning workbook • ACSII table
	<ul style="list-style-type: none"> • Theorise how computers represent bitmap images 	<ul style="list-style-type: none"> • Pixels • Using binary to create black and white bitmaps • RGB values and colour depth • Metadata 	<ul style="list-style-type: none"> • MS Teams resources • Digital worksheets • Home learning workbook • www.think-maths.co.uk/spreadsheet
	<ul style="list-style-type: none"> • Discover how computers represent sound waves 	<ul style="list-style-type: none"> • Analogue sound waves • Sampling • Impact of sampling rate 	<ul style="list-style-type: none"> • MS Teams resources • Digital worksheets • Home learning workbook • Sound representation video

			<ul style="list-style-type: none"> • Sound sampling online resources
	<ul style="list-style-type: none"> • Examine how computers use binary to run programs 	<ul style="list-style-type: none"> • How are instructions programmed • Use of machine codes 	<ul style="list-style-type: none"> • MS Teams resources • Digital worksheets • Home learning workbook
Half Term			
<ul style="list-style-type: none"> • Data Representation 	<ul style="list-style-type: none"> • Assessment 		
<ul style="list-style-type: none"> • Audio Editing 	<ul style="list-style-type: none"> • Digitising Sound <ul style="list-style-type: none"> ○ To identify different sound file types ○ To record and delete sounds in Audacity ○ To apply effects to recordings ○ To understand the process of converting analogue sound waves to digital format 	<ul style="list-style-type: none"> • Audio files types • Recording sound • File conversion <p>UAE link: project scenario for GFS Radio / Dubai Eye / Virgin Radio</p>	<ul style="list-style-type: none"> • MS Teams resources • Digital worksheets •
	<ul style="list-style-type: none"> • Working with Sound Effects <ul style="list-style-type: none"> ○ To understand job roles in sound editing ○ To understand the use of sound effects ○ To understand stereo effects ○ To be able to edit a sound file – trim, move/remove sections, working with multiple tracks 	<ul style="list-style-type: none"> • Mono vs stereo • Basic sound editing 	<ul style="list-style-type: none"> • MS Teams resources • Digital worksheets •
	<ul style="list-style-type: none"> • Listening and planning <ul style="list-style-type: none"> ○ To identify different elements used in a radio advertisement 	<ul style="list-style-type: none"> • AGE – Audience, Gender, Example • Storyboard planning 	<ul style="list-style-type: none"> • MS Teams resources • Digital worksheets • Project work

	<ul style="list-style-type: none"> ○ To explain how the advert is suitable for audience and purpose ○ To plan an advertisement ○ To produce a storyboard from an advertisement 		
	<ul style="list-style-type: none"> ● Creating an Advert <ul style="list-style-type: none"> ○ To edit a sound envelope ○ To assemble sound files into a radio advert ○ To apply effects to enhance your work ○ To ensure it is suitable for audience and purpose 	<ul style="list-style-type: none"> ● Development of advert ● Application of tools and techniques 	<ul style="list-style-type: none"> ● MS Teams resources ● Digital worksheets ● Project work
	<ul style="list-style-type: none"> ● Finishing & Exporting <ul style="list-style-type: none"> ○ To be aware of different sound file types and choose an appropriate type to export to ○ To understand the difference between lossy and lossless compression ○ To understand why a project has to be exported ○ To create and use a testing plan 	<ul style="list-style-type: none"> ● Efficient exporting ● Compression 	<ul style="list-style-type: none"> ● MS Teams resources ● Digital worksheets ● Project work
	<ul style="list-style-type: none"> ● Evaluation and Assessment <ul style="list-style-type: none"> ○ To evaluate your own work taking into consideration others' opinions ○ To evaluate someone else's work 	<ul style="list-style-type: none"> ● Evaluation and improvements ● Feedback 	<ul style="list-style-type: none"> ● MS Teams resources ● Digital worksheets ● Project work

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| | <ul style="list-style-type: none">○ To review requirements for a sound editing project○ To complete the assessment portfolio | | |
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Winter Break