

<b>Year Group: 8</b>	<b>Subject: ICT</b>	<b>Term: Spring 2020</b>
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<b>Topic</b>	<b>Key Learning points</b>	<b>Assessments</b>
<b>Programming</b>	<ul style="list-style-type: none"> <li>• Students are introduced to Computer Science with an explanation of how computers use Binary.</li> <li>• Students create their first program to get used to the idea of the editor and console. They are also introduced to variables, building on variables used in Scratch.</li> <li>• Students reinforce variables and input and output by creating a Rock, Paper, Scissors game.</li> <li>• Students go over branching statements to develop their programming toolbox.</li> <li>• Students go over the idea of looping until a criterion is met.</li> </ul>	<p>Each lesson will enable students to create an output for the teacher to check and give verbal feedback.</p> <p>The end of the unit has a written test that can be used to give formal feedback.</p>
<b>Business Identity</b>	<ul style="list-style-type: none"> <li>• Students are introduced to the idea of branding and brand identity.</li> <li>• Students think of a business idea for the local area and create a suitable logo after researching the competition.</li> <li>• Students create a business card using their logo and the idea of a house style after researching other business cards.</li> <li>• Students create a business flyer using their brand identity after researching similar products.</li> </ul>	<p>Each product created will have verbal feedback from the teacher, the final array of items will be used to create a final end of topic assessment grade.</p>