

Computing (Year 8)

Curriculum Map 2026 - 2027



Assessment of
HTML - Knowledge
and Understanding

HTML and Web
Development

Assessment of
Animation - Skills,
Knowledge and
Understanding

Computer
Animation

Year 8 Term 3

Key Concepts:

Basic HTML and CSS - including creating their own style sheets; Responsive design; Use of webforms; creating own website.

Year 8 Term 3

Key Concepts:

Basic drawing and animation techniques - frame by frame; Using shape and motion tweens; use of layers; interaction with buttons; creating their own animation.



Introduction to
Data Modelling

Assessment of
Data Modelling -
Skills, Knowledge
and Understanding

Introduction to
Python
Programming

Assessment of
Python
Programming -
Skills, Knowledge
and Understandin

Year 8 Term 2

Year 8 Term 2

Key Concepts:

Data modelling in real life; Features of spreadsheet software and functions; Use of charts.

Key Concepts:

Decomposition and Abstraction; Sequence, selection and Iteration in a written language; Variables, functions, procedures, data types and structures.



Assessment of
Programming
Concepts

Programming
Concepts
Part 2

Assessment of
Computer Crime -
Knowledge and
Understanding

Computer Crime
and Cyber
Security

Rules of the
Computer Room

Year 8 Term 1

Key Concepts:

Recap Decomposition and Abstraction; Sequence, selection and Iteration; Using inputs; Variables, functions, procedures, data types and Lists.

Year 8 Term 1

Key Concepts:

Legal safeguards regarding computer use; Fraud, data privacy and hacking; Environmental issues.

