Year 8 Digital Literacy	Curriculum Intent: Computing consists of three strands: Computational Thinking, Computer Science and Digital Literacy.  Within Digital Literacy, we seek to enable students to become confident, secure, and safe users of Information Technologies, whether these are smart phones, laptops / personal computers, or tablets. Students will discover how to organise their work safely and learn how to effectively the Microsoft Office 360 suite of programs, which the school provides for them to use both in school and at home. Students also learn how to use ICT safely and legally through e-safety and finally, we will look at the impact the use of computers have on the ethical, moral and environment lives of all of us, and the legislation which seeks to mitigate some of those issues.			
Digital Literacy Year 8:	Spreadsheets  Spreadsheets Warmup  Formulas and Functions  Data Modelling  Conditional Formatting  Data Validation  Costing, Forecasting and Formatting  Forecasting data  Data Visualization  Macros  Infographics  Charts  Web site design:  Layout  Web page components (e.g., navigation bar, Search bar, hyperlinks  Planning tools	Photoshop and Internet  Photoshop  Exploring photoshop  Clone tool Stamp tool Magic wand Mask tool Grid Photoshop games  The Internet and World Wide Web  World wide web Browser Search Engine Website Connectivity Web address Top level domains	Issues and Mobile App Development  Consequences of using computers	
Key knowledge / Retrieval topics	Be able to use spreadsheet to store, manipulate and analyse data including skills:	Be able to understand the difference between internet and worldwide web Be able to understand the following:	<ul> <li>Legal</li> <li>moral</li> <li>environmental</li> <li>Be able to describe consequences given a specific scenario</li> <li>Be able to justify why an action is ethically / morally acceptable or not</li> <li>Know what "Big data" is and explain how it is used</li> <li>Know the purpose of these laws:</li> <li>Data Protection Act (1998)</li> </ul>	

	<ul> <li>Mind maps</li> <li>What is a house style?</li> <li>Identify web page components</li> <li>Be able to justify / criticise the layout of web pages</li> </ul>	Components of the world wide web     Parts of webs address     Structure of web address Be able to identify different types of top-level domains. Understand the new type of web/Web 2.0	<ul> <li>Computer Misuse Act (1990)</li> <li>Copyright, Design and Patents Act (1998).</li> <li>Mobile App development</li> <li>Be able to understand the process used by web designers to develop an app.</li> <li>What is an Event driven programming?</li> <li>Exploring app lab</li> <li>Be able to do the following:         <ul> <li>Adding and moving the blue dot</li> <li>Adding score and displaying final score</li> <li>Adding a play again button</li> </ul> </li> </ul>
Understanding / Sequence of delivery	What is the purpose of a spreadsheets? Why do we use spreadsheets? What makes using spreadsheets most suitable? Skills:      visualizing data     analysing data using different tools     using operators such as addition/subtraction/multiple/and division to calculate  What is a web page? What is a web site? Compare well known web pages:     why do they look the way they do?     investigate colour schemes     similarity / consistency between pages on the same site. Why is this?	Is the internet and world wide web same? What is the main method for connecting networks across the world? How can networks become damaged? Be able to understand the following:	<ul> <li>e-waste</li> <li>pollution</li> <li>rare metals</li> <li>mining</li> <li>power consumption (e.g., Meta, Bitcoin)</li> <li>Moral consequences of using computers</li> <li>replacing humans</li> <li>artificial intelligence</li> <li>autonomous cars / weapons</li> <li>Privacy</li> <li>how data is being used</li> <li>who collects and uses data?</li> <li>what is Big data?</li> <li>advantages and disadvantages</li> <li>Legal issues</li> <li>purpose of each of the laws</li> <li>when do they apply?</li> <li>what exceptions are there?</li> <li>Mobile App</li> <li>What does mean by app?</li> <li>How is an app developed?</li> <li>What might decomposition mean when programming an app for a mobile device?</li> <li>What is an event driven programming?</li> <li>How to add and display the final score?</li> <li>Peer review</li> </ul>

Assessments	Assessment on the above content	Assessment on the above content	Assessment on the above content