

	YEAR 8 CURRICU	LUM INFORMATION – BUSINE	ESS AND COMPUTING	
	Summer 1		Summer 2	
What will students be learning?	Students will study the topic 'Data Representation' which follows on from their understanding of how data is represented digitally using binary. In this topic students will look specifically at how binary is used to represent text, sound, and images.		Students will study 'Computational Thinking' and 'Algorithms' to understand how computers think (abstractions) and how this relates to solving real world problems. By doing this, students will understand how computers use instructions (algorithms – pseudo-code/flowcharts) to help us programme and solve these problems.	
How will students be assessed?	Students will be assessed on each topic ('Data Representation', 'Computational Thinking' and 'Algorithms') with a set of multiple-choice and short answer questions (10 marks).			
Literacy – What keywords will be taught?	 Binary ASCII (American Standard Code for Information Interchange) 	 PixelSamplingCompression	 Decompression Patter Recognition Abstraction Algorithms Flowchart 	 Bubble sort Binary/linear search Pseudocode Iteration Logical reasoning
What employability skills are being developed?	Problem solving skills, logical reasoning, and numeracy.			
Wider Curriculum Links?	Numeracy, specifically calculating using formulae, adding, subtracting and logical reasoning within these topics.			
What useful websites are there for this topic?	KS3 Computer Science - BBC Bitesize Cisco's Binary Number Game [Binary Blitz]. Penjee's adaptation. How Computers Work - YouTube			
What wider reading could be done for this topic?	Learn Computer Science - Code.org			
What else can students be doing independently to develop their understanding of this topic?	Go onto Seneca Learning at complete Free Homework & Revision for A Level	-		