# Year 8, Computer Science, 2022/23

| Half Term 1: 5th September – 21st October (7 weeks) | | | | | | | Holiday | Half Term 2 | |
|---|---|---|---|---|---|---|---|---|---|
| Week 1 | Week 2 | Week 3 | Week 4 | Week 5 | Week 6 | Week 7 | | Week 8 | Week 9 |
| Code Breaking | Code Breaking | | Code Breaking | | Code Breaking | | Holiday | Code Breaking | Textual Programming |

| Half Term 2: 31st October – 16th December (7 weeks) | | | | | Holiday | Holiday | Half Term 3: 3rd January - 10th February (6 weeks) | | |
|---|---|---|---|---|---|---|---|---|---|
| Week 10 | Week 11 | Week 12 | Week 13 | Week 14 | | | Week 15 | Week 16 | Week 17 |
| Textual Programming | Textual Programming | | Hour of Code | | Holiday | Holiday | Textual Programming | | Textual Programming |

| Half Term 3: 3rd January - 10th February (6 weeks) | | | Holiday | Half Term 4: 20th February – 31st March (6 weeks) | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| Week 18 | Week 19 | Week 20 | | Week 21 | Week 22 | Week 23 | Week 24 | Week 25 | Week 26 |
| Textual Programming | Textual Programming | | Holiday | Textual Programming | | Databases | | Databases | |

| Holiday | Holiday | Half Term 5: 17th April – 26th May (6 weeks) | | | | | | Holiday | Half Term 6 |
|---|---|---|---|---|---|---|---|---|---|
| | | Week 27 | Week 28 | Week 29 | Week 30 | Week 31 | Week 32 | | Week 33 |
| Holiday | Holiday | Databases | | Databases | | Databases | | Holiday | Graphic Manipulation Software |

| Half Term 6: 5th June – 21st July (7 weeks) | | | | | | **Curriculum Intent:** |
|---|---|---|---|---|---|---|
| Week 34 | Week 35 | Week 36 | Week 37 | Week 38 | Week 39 | |
| Graphic Manipulation Software | Graphic Manipulation Software | | Graphic Manipulation Software | | Graphic Manipulation Software | |

**Curriculum Intent:**
- ✓ To build upon prior e-safety knowledge and safeguard all students against online threats.
- ✓ To facilitate computational thinking
- ✓ To build an awareness of cyber security and emerging technological advancements
- ✓ To contextualise learning across all learning episodes
- ✓ To develop transferable skills through digital literacy