

**Long-term planning (LTPs)** - Planning how the key concepts, knowledge, skills identified in the Progression map will be delivered termly per year group

Ensuring that end points & NC/spec are covered

Identifying what assessments are planned and when

Allowing for whole academy intent priorities to be planned for

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Unit title:</b>	HTML 4 and CSS: An introduction.	Computer Networks and the Internet.	Dayz out multimedia project	Dayz out multimedia project	Pseudocode and algorithms	Boolean Logic
<b>Unit length:</b>	7 weeks	7 weeks	7 weeks	7 weeks	7 weeks	7 weeks
<b>Key concepts:</b>	Students learn about the use of HTML and CSS for creating websites.	Students learn about Understand Hardware Understand software Topologies Communication	Students learn to create a multimedia product and are taken through all the relevant stages and skills to complete such a media project.	Students learn to create a multimedia product and are taken through all the relevant stages and skills to complete such a media project.	Students learn about Binary search Bubble sort Insertion sort	Students learn about Truth tables Logic Circuits AND, OR, NOT Gates
<b>Knowledge/ Skills:</b>	Tags HTML CSS Website design	Understand Hardware Understand software Topologies Communication	Mood board Planning tools Multimedia concepts Menus Hyperlinks Multimedia Product	Sound manipulation Image manipulation Video manipulation	Binary search Bubble sort Insertion sort	Truth tables Logic Circuits AND, OR, NOT Gates
<b>End points covered:</b>	Students create a multipage website using HTML code and CSS using notepad.	Students will Understand the hardware and software components that make up computer systems, and how they communicate with one another and with other systems	Students will undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and	Students will create, reuse, revise and repurpose digital artefacts for a given audience, with attention to trustworthiness, design and usability	Students will Understand several key algorithms that reflect computational thinking [for example, ones for sorting and searching]; use logical reasoning to compare the utility of alternative algorithms for the same problem	Students will Understand simple Boolean logic [for example, AND, OR and NOT] and some of its uses in circuits and programming



Yr 8 CS WFA Long Term Plan

<b>Culturally rich – broadening horizons</b>						
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