BRANNEL SCHOOL
EXCELLENCE | CREATIVITY | COMMUNITY

Curriculum Summary Document
Year 8 – Computing

Module/Unit of Learning	Taught During	What will students learn?	How does this help to build a broad and strong foundation?	Links to other Subjects
Digital Game Creation	Sept – Dec	Students learn game theory and plan both top-down and platform games before building them in GDevelop. They apply events, conditions, variables, scoring and difficulty, developing creativity, logic and problem-solving while producing polished interactive digital products.	This unit strengthens Digital Literacy and Information Technology by using game-development tools and design principles. It also deepens Computer Science foundations through logic, events and variable use, preparing students for later coding and design tasks.	Art & Design Maths Design Technology
Computational Thinking	Jan – Feb	Students develop key computational thinking skills including flowcharts, decomposition, abstraction and pattern recognition. They explore bubble sort and insertion sort and apply reasoning and logic through the Bebras challenge.	This unit develops foundational Computer Science thinking, enabling students to approach problems in structured, logical ways. These skills directly support algorithm work and programming in later units and at GCSE.	Maths Science
Programming	Mar – May	Students extend their text-based programming skills by building a text adventure, chatbot and number-guessing game. They apply sequencing, selection, iteration, variables, input/output and debugging to create increasingly independent programs.	This unit broadens core Computer Science skills by strengthening confidence with syntax, structured code and problem-solving. It prepares students for more complex programming challenges in Key Stage 4.	Maths English
Networks and Security	June – July	Students learn how computer networks operate, exploring LANs, WANs, routers, switches and protocols. They also study cybersecurity threats such as malware and phishing and create a simple website in Canva to understand communication and safe online practice.	This unit builds understanding of networks, communication and system security, key Computer Science concepts needed for later GCSE topics. It also reinforces Digital Literacy through safe, responsible online behaviour.	PSHE Science