The Marlborough Science Academy
'shaping futures'

# Year 8 Computing

## TOPIC 6: CODING IN PYTHON

- I can debug simple programs to fix them and make them work.
- I can create procedures which run code when called.
- I can write code in Python to perform a range of calculations.

On to KS4!

## TOPIC 5: GAME DESIGN IN STENCYL

- I can create and use variables to generate high score tables of player achievements.
- I can code logic decisions for a range of in-game events.
- I can create and animate game sprites in Stencyl.
- I can create digital artwork (to meet a design brief.
- I can use the clone stamp tool to create missing parts of an image.

## TOPIC 4: BITMAP GRAPHICS

- I can present sprites as a series of numbers in binary and denary.
- I can use ASCII to convert text messages to binary and vice versa.
- I can use layers and transparencies to combine multiple images into one.

## TOPIC 3: BINARY 101

- I can convert numbers between binary and denary forms.

## TOPIC 2: PRESENTING INFORMATION

- I can use DTP software to effectively combine and present a range of information.
- I can research climate data and display in in charts using spreadsheets.
- I can identify the uses and benefits of simple graphic icons.

## TOPIC 1: CHAT BOT

- I can create a functional chatbot in Python.
- I can code Scratch to give different responses based on user inputs.
- I can display text in Python which responds to user inputs.