

KS3 Computer Science Carousel – Year 8

	Topics Covered	Assessment
YEAR 8 Topic 1	<p><u>Python</u> Script V visual programming Using variables Using user inputs (hello world) Input / process / output model of programming (happy) Using mathematical operators (calculator) Flowcharts and symbols (ROBBO) Loops and Boolean variables (guess the number) Functions (rabbit) Using lists (students) Assessment quiz</p>	<p>Homework as per homework timetable</p> <p>End of topic assessment</p> <p>Self / peer assessment of programmes</p> <p>Regular teacher marking and feedback (yellow / blue sticker)</p>
YEAR 8 Topic 2	<p><u>Spreadsheets</u> Basic formula and functions Charts and graphs Conditional formatting COUNTIF / AVERAGE / MIN / MAX Absolute cell references Sorting in a spreadsheet Drop down validation VLOOKUP Assessment model</p>	<p>Homework as per homework timetable</p> <p>End of topic assessment</p> <p>Self / peer assessment of spreadsheets / models</p> <p>Regular teacher marking and feedback (yellow / blue sticker)</p>

Progress Tracking Assessment dates

PT1: 25th January- 12th February 2016

PT2: 6th – 17th June 2017