



Term 1 Learning Journey: Computing – Year 8

How does this unit link to prior learning?									
This unit builds on the presentation design and formatting skills you learned in Year 7. Instead of just copy-pasting into pre-made templates, you will now create your own sharp digital graphics completely from scratch using shapes, lines, and layers.									
What will you be learning about?					How does this link to the wider curriculum?				
How to design and build custom digital graphics using professional, open-source software (Inkscape). How to draw shapes, change colours / outlines, line things up perfectly, and merge shapes together. How to edit lines using "nodes" and understand why vector graphics stay perfectly sharp when zoomed in, unlike regular photos.					Rule of Law: Using free software (Inkscape) legally and respecting copyright rules				
					Individual Liberty: Picking your own project path and making your own creative design choices				
					Mutual Respect: Giving helpful design advice to classmates without changing their files				
We will develop our learning each week by focusing on:									
1. Shape Shifters: Learn to draw shapes, rotate them, and use layers (z-order) to stack objects				RAG	7. Project & Peer Review: Keep building your project and swap helpful design feedback with a classmate				RAG
2. Object Organizers: Align and group objects; combine shapes using union, difference, and intersection					8. Knowledge Assessment: Sit your formal paper test, then jump right back into finishing your digital project				
3. Pathfinders: Learn how vector paths use nodes, and turn standard shapes into fully editable paths					9. Design Improvements: Use teacher feedback and classmate tips to upgrade your vector design				
4. Bitmap vs. Vector: See why vector graphics stretch perfectly while pixel-based photos go blurry					10. Closing the Gap. Review your test paper, fix any mistakes, and add the final mastery touches to your project				
5. Project Power Up: Start your practical Skills Assessment! Pick your client project and plan it out					11. Term Review & Safety CPD. Check off your progress for the term and complete an essential life-skills safety lesson				
6. Test Revision: Review key terms (SVG, paths, bitmaps, grouping) to get ready for next week's test					12. Awe & Wonder: Step outside the normal curriculum to explore a fascinating, real-world tech topic just for fun!				
Key vocabulary									
Vector	Bitmap	Pixel	Path	Node	SVG	Z-Order	Layer	Align	Distribute
Union	Difference	Intersection	Handle	Scalability	Resolution	Group	Ungroup	Stroke	Fill

How will this help you in the future?		
Future Learning (including real – life)	You will know how to create crystal-clear logos and graphics that work perfectly on any screen size	
Year 9	GCSE	CAREERS
Informed KS4 Choices: This unit sets the design and digital asset-management benchmarks required for advanced Year 9 projects, giving you a clear taste of digital media creation before selecting your options.	GCSE / Coursework Foundations: Gives you the advanced graphic manipulation and file-management skills needed for creative modules like Creative iMedia.	Careers & Industry Readiness: This is the foundational toolkit used by Graphic Designers, App Creators, and Web Marketers.