



The Sutton Academy

Knowledge Rich Curriculum Plan

Digital Literacy

Year 8



Unit 1: Digital Artefacts				
Lesson/Learning Sequence	Intended Knowledge: <i>Students will know that...</i>	Tiered Vocabulary	Prior Knowledge: <i>In order to know this students, need to already know that...</i>	Assessment
Lesson 1: Creating a Website Banner	- Students will know where the editing tools are located in Adobe Fireworks. - Students will know about layers and how to combine graphics, text and images together to make a product. - Students will know about professional house styles and the importance of all the assets using the same one.		<i>Students need to already know about website structure and the features that can be included on a banner.</i> <i>Students need to already know what makes a banner stand out and easy to read including contrasting colours and font types and sizes.</i> <i>Students need to already know about pixels and that graphics will have dimensions for width and height.</i>	
Lesson 2: Creating Navigation Buttons	- Students will know the importance of navigation buttons on websites and other products with multiple pages. - Students will know about up and over states on the buttons to make them interactive. - Students will know how to make consistent looking buttons using a template.		<i>Students need to already know that navigation buttons are used on websites to get between the different pages.</i> <i>Students need to already know how to find the shape and text tools on Adobe Fireworks.</i> <i>Students need to already know the importance of using a consistent house style to keep the assets looking professional.</i>	
Lesson 3: Creating Animation	- Students will know how to create basic animations using layers, objects and motion tweens. - Students will know about timings and frames per second. - Students will know about the timeline and how to edit the animation using Adobe Flash.		<i>Students need to already know the benefits of including animations on products. (Eye-catching, interesting, engaging etc.)</i> <i>Students need to already know how to effectively select and save images/graphics for the animation.</i> <i>Students need to already know about looping.</i>	
Lesson 4: Video Editing	- Students will know how to use techniques such as trim, split and transitions using Adobe Premiere Pro. - Students will know how to effectively include captions and audio on to a video clip. - Students will know how to export the video into an appropriate file format so that it can be embedded on to a product.		<i>Students need to already know the benefits of having a promotional video on their website.</i> <i>Students need to already know that videos can include features such as video clips, captions, audio and transitions.</i> <i>Students need to already know how to effectively select and save video clips and audio for the video.</i>	

Unit 2: Web Authoring				
Lesson/Learning Sequence	Intended Knowledge: <i>Students will know that...</i>	Tiered Vocabulary	Prior Knowledge: <i>In order to know this students, need to already know that...</i>	Assessment
Lesson 1: Reviewing a Website	•		•	
Lesson 2: Collecting and Sourcing Assets	•		•	
Lesson 3: Creating a Website Template	•		•	
Lesson 4: Populating Your Website	•		•	
Lesson 5: Including Multimedia and Interactive Images	•		•	

Unit 2: Web Authoring				
Lesson/Learning Sequence	Intended Knowledge: <i>Students will know that...</i>	Tiered Vocabulary	Prior Knowledge: <i>In order to know this students, need to already know that...</i>	Assessment
Lesson 6: Creating a Survey Page	•		•	

Unit 3: Computer Systems				
Lesson/Learning Sequence	Intended Knowledge: <i>Students will know that...</i>	Tiered Vocabulary	Prior Knowledge: <i>In order to know this students, need to already know that...</i>	Assessment
Lesson 1: Inputs, Processes and Outputs	- Students will be able to recognise the difference between: Input and Output. They will be able to identify a variety of peripheral Input, Output and Storage devices - Students will know the difference between Hardware and Software. - Students will know how hardware devices can Input, Process, Store and Output information.		<i>Students need to already know that hardware devices are physical objects</i> <i>Students need to already know how information can be input, processed and then output</i>	
Lesson 2: Inputs, Processes and Outputs	- Students will recognise how computer systems use a variety of difference input, output and storage devices to solve a range of given problems. - Students will know the purpose of some given devices/systems and how they work to solve given problems. - Students will know how some given devices/systems work together to solve problems.		<i>Students need to already know that computer systems use a range of hardware devices that can input and output information</i> <i>Students need to already know how some hardware devices are used to input information into a computer system and some devices output information.</i>	
Lesson 3: Primary Storage	- Students should know why ROM is required to start up a computer system and why RAM is not suitable for this purpose. They should know that when the computer is running the RAM is utilised to facilitate required operation of the system and why ROM is not suitable for this purpose. They should understand what virtual memory is and it's use in a computer system. - Students will know that computer systems need two types of primary storage devices to be able to function - Students will know how RAM is volatile and ROM is non-volatile		<i>Students need to already know that computer systems have to be able to store information to be able to work</i> <i>Students need to already know how computers fail to save your work when they shut down unexpectedly</i>	
Lesson 4: Secondary Storage	- Students should know why secondary storage is required in a computer system and the advantages/disadvantages of a range of secondary storage devices, including characteristics such as: Capacity, Speed, Portability, Durability, Reliability and Cost. They should be able to calculate storage requirements based on file type/file size and quantity of files - Students will know that different secondary storage devices have different characteristics that make that suitable for different situations. - Students will know how the different characteristics make some devices more suitable than others for a given situation.		<i>Students need to already know that there are a range of different secondary storage devices available.</i> <i>Students need to already know how some of these devices they may have used already can present problems.</i>	

Unit 3: Computer Systems				
Lesson/Learning Sequence	Intended Knowledge: <i>Students will know that...</i>	Tiered Vocabulary	Prior Knowledge: <i>In order to know this students, need to already know that...</i>	Assessment
Lesson 5: Processing and the role of the CPU	- Students should know the role of the CPU as part of a computer system, including the function of the CU and ALU in it's operation. Students should know the effect of Clock Speed and Number of cores on the performance of the CPU. - Students will know that the function of the CPU is to perform all the processing requirements of the computer system, including arithmetic and comparative operations. - Students will know how clock speed and number of cores affects CPU performance		<i>Students need to already know that all electronic devices need some kind of processor to enable them to function.</i> <i>Students need to already know how many electronic devices appear to run slower as they get older.</i>	
Lesson 6: Summary and Assessment	- Students will need to know the way in which a computer system requires: a range of hardware devices depending on its purpose, including both Input and Output devices and Data Storage devices based on user requirements. They should recognise the role of the CPU in a computer system. - Students will know that computer systems need: Input, Process, Storage and Output to function. - Students will know how to bring all their knowledge together to understand that computer systems require different hardware devices to solve a range of problems in different situations.		<i>Students need to already know that many everyday electronic devices contain computer systems.</i> <i>Students need to already know how different electronic devices can solve a specific given problem.</i>	