

YEAR 8

COMPUTING



SRI KDU
International
School
SUBANG JAYA

PROGRAMME OF STUDY - TERM 2

GRAPHICS

- **Understand Image Types:** Learn the differences between bitmap and vector images and how they are represented and stored in computers.
- **Practice Graphic Design:** Develop basic skills in design and photo editing using a graphics software like Photoshop.
- **Image Manipulation Skills:** Gain proficiency in image manipulation techniques, focusing on the use of layers.
- **Create a Movie Poster:** Apply learned skills to design and create a movie poster.
- **Portfolio Development:** Compile the final poster into an assessment portfolio to demonstrate learned skills and creativity.

INTRODUCTION TO PYTHON

- **Basics of Python:** Understand the fundamentals of Python as a high-level programming language.
- **Syntax and Program Development:** Learn the importance of correct syntax in developing programs.
- **Algorithm Formulation:** Develop the ability to create algorithms for simple Python programs.
- **Debugging Skills:** Gain skills in identifying and fixing errors in Python code.
- **Control Structures:** Explore and understand the use of If statements and While loops, along with concepts like validation and searching.
- **Portfolio Creation:** Compile final Python programs into a learning portfolio for assessment, demonstrating correct execution and understanding.

ONGOING OBJECTIVES

- **Digital Artifacts Creation:** Focus on designing and editing graphics, aligning with curriculum goals of creating and revising digital artifacts.
- **Data Representation:** Learn about digital representation and manipulation of images, relevant to understanding data in binary form.
- **Python Programming Skills:** Develop skills in Python for solving computational problems, using data structures, and basic programming constructs, fulfilling the curriculum requirement of using a textual programming language.
- **Algorithmic Thinking and Boolean Logic:** Understand basic algorithms and Boolean logic through Python, aligning with the curriculum's focus on computational thinking and logical reasoning in programming.