

SUBJECT	YEAR	TERM
COMPUTER SCIENCE	9	4
TOPIC		
HTML Project		
CONTENT (INTENT)		
<p>PRIOR LEARNING (TOPIC) It is assumed that pupils will have previously learnt the basics of HTML and website development in Year 7 and 8 and will have the understanding of how a web page is created. They will likely need to recap the programming language and general code layout basics.</p> <p>The unit is subdivided into six learning hours spread across six lessons. Pupils will be given a brief that incorporates both coding to prepare them for GCSE computer science and design to prepare them for GCSE creative imedia. They will need to apply their knowledge of HTML and CSS in order to create a website. It will have full navigation and include external links. They will be introduced to JavaScript in order to add working buttons and general functionality.</p>		
<p>FUTURE LEARNING (TOPIC): GCSE Computer Science – Coding GCSE Creative iMedia - Design</p>		
IMPLEMENTATION		
KNOWLEDGE	SKILLS	
<p>At the end of this Unit all pupils should be able to:</p> <ul style="list-style-type: none"> Write HTML code to create a simple web page and display it in a browser Write CSS to define the styles used in a web page Create a simple navigation system using HTML Use a design to create a template for a web page using HTML Create their own multi-page website Insert text, images and links on their web pages <p>Most pupils will be able to:</p> <ul style="list-style-type: none"> Use a range of HTML tags to create well laid out web pages Write CSS code to define the styles of different parts of a web page Use HTML and CSS to create their web page template Use the template to design a multi-page website with a consistent look and feel to each page Use responsive design techniques in creating their website so that the web pages will adapt to any size of screen Use JavaScript code to add functionality <p>Some pupils will be able to:</p> <ul style="list-style-type: none"> Add enhancements or additional JavaScript code to the original basic design Construct a good-looking, well-formatted interactive website that is suitable for its intended audience Construct a website that follows the accessibility design rules 	<p>Learning Skills: Synthesis: Pupils will bring ideas together and create solutions to staying safe online Problem solving: when deciding how to solve a problem and why?</p> <p>Life Skills: Collaboration: on complex moral and ethical issues in computing Resilience: when debugging code in a text-based language</p> <p>IT Skills: Software: Using integrated development environments (IDEs) to code programs</p> <p>Literacy Skills: Digital literacy: Coding using text-based languages Vocabulary: Learning new vocab and learning how it links to other subjects (variable and integer)</p>	
IMPACT		

Pupils will write and run a program each lesson using an online IDE and submit the link to the code via the VLE. Work will be marked via the VLE using a 9-1 grading system, along with feedback on how to improve and extend their skills. A final topic assessment will be a MQC set on the VLE.

New Computing at Schools (CAS) Attainment Targets (partially covered in this Unit)

- Use two or more programming languages, one of which is textual, to solve a variety of computational problems; make appropriate use of data structures; design and develop modular programs that use procedures and functions
- Undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users

HOW CAN PARENTS HELP AT HOME?

Showing an interest in the topic is always the biggest help, as well as ensuring they are completing their homework to the highest effort standard. If lessons are missed, the VLE can be used to catch up with content. Pupils can practice their HTML skills at home using websites such as replit.com and w3schools.com. Parents can always join in and learn how to code too.

HELPFUL READING/FURTHER DISCUSSION

READING

CGP KS3 Computing Complete Revision & Practice
 Hodder Compute-IT: Student's Book 1 - Computing for KS3
 Smashing Magazine – A Complete Guide to HTML

Websites:

- Website for learning HTML: <https://www.codecademy.com/learn/learn-html>
- Website used for coding: <https://replit.com>
- Website used for tutorials: <https://www.w3schools.com/html/default.asp>
- Website to help theory: <https://www.bbc.co.uk/bitesize/guides/znkqn39/revision/8>

VOCABULARY

HTML, head, body, tags, attribute, property, CSS, inline, internal, embedded, external, style, element, text editor, web browser, navigation, responsive design, hyperlink, template, JavaScript, class, identifier

CAREERS

- Junior Developer
- Website Editor
- Social Media Manager
- Digital Marketing Coordinator
- Content Editor
- Content Producer
- Digital Production Coordinator
- Website Project Manager
- Website Support Specialist
- HTML and CSS Production Specialist
- Technical Virtual Assistant
- HTML Email Developer Jobs
- Email Marketing Specialist
- Entry-Level Front End Developer Jobs
- Entry-Level Web Developer
- Webmaster Jobs
- WordPress Developer

EXTRA SKILLS

- Communication
- Teamwork
- Leadership
- Problem-solving
- Time management
- Organisation
- Report Writing
- Software Skills

PROGRESSION

- Online tutorials
- Cyber competitions
- Coding clubs
- GCSE Computer Science
- GCSE Creative iMedia
- A-level Computer Science
- Level 3 Creative Media
- University/Apprenticeship