

Year 8 Digital Literacy Knowledge Organiser

Summary of Year 8 Units

Media - Vector graphics: Learn how to create and manipulate vector images using digital tools.

Layers of computing systems: Understand the different layers that make up a computing system.

Developing for the Web: Design and build simple websites using HTML and CSS.

Representations – from clay to silicon: Explore how data is represented in computers.

Mobile app development: Design and prototype mobile applications.

Introduction to Python programming: Learn the basics of programming using Python.

Key Terms

Icon	Term	Definition & Example
	Vector Graphics	Images made from paths. Example: SVG illustrations.
	Web Development	Creating websites. Example: HTML for structure, CSS for style.
	Mobile App	Software for mobile devices. Example: Calculator app.
	Data Representation	How data is stored. Example: Binary for numbers.

Sample Activity

Create a simple webpage using HTML and CSS that introduces yourself. Include your name, a picture, and a list of your hobbies.

Quiz

1. What is the difference between a vector and a bitmap image?
2. What does HTML stand for?
3. Give an example of an input and an output device.
4. What is a variable in programming?
5. What is the purpose of a loop in a program?

Notes