**Computing Year 7**

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|  | **Autumn 1** | **Autumn 2** | **Spring 1** | **Spring 2** | **Summer 1** | **Summer 2** |
|  | E-Safety  (E-Safety, File Management and digital lifestyle) | Under the Hood  (CPU, Input/Output, Storage and Networks) | Sealife Centre (Graphics, Animation) | Algorithms (Computational Thinking, Programming concepts) | NASA (Graphics and App Development) | Game-On (Early Python Programming in Edublocks) |
| **Topics**  **Assessment** | Online Testing,  PowerPoint workbook | Online Testing, PowerPoint workbook/ worksheets | Online Testing, final graphic and animation product | Online Testing, PowerPoint workbook/ worksheets, Students code | Online Testing, Completed App | Online Testing, Completed Code files |
| **H/WK** | Throughout year 7 students are set a range of homework to research into the past, present and the future of Computing. Students are encouraged to read articles on current affairs relating to technological innovation and cyber security to help widen their understanding of Computing in the real world. | | | | | |
| **Arts Mark** | E-safety role play activity. | Presenting of work in front of the class. | Animation processes and graphic design. | Graphic design and understanding of media usage. | Graphic design processes. | Creating shapes and geometric patterns with code |

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| **Responding to post Covid gaps in learning** | Year 7 refreshes basic ICT skills to bring all students up to standard before developing new skills in Computer Science and Digital media across the year. As many primary schools do not have access to the software we use, all students start on a level playing field. |
| **Building on prior learning** | Year 7 aims to build upon skills learned in Primary in IT and introduce an understanding of Computers Science and further programming in Edublocks |
| **Enrichment within the Curriculum** | Year 7 are invited to a number of in school careers events relating to the industry. New innovations are integral within the scheme of work. |
| **Extracurricular opportunities** | Students are invited to attend coding club to develop an early love of programming. |
| **Positive impacting on**  **personal development (SMSC)** | The first half of the year aims to teach students how to use computers effectively and responsibly. The topics involves the safe use of Social Media and discussions of the inherent dangers of its use. |
| **Preparing for the next stage of education** | Year 7 creates a basis for the 3 courses offered at KS4 including Computer Science, iMedia and ICT. Skills like Spreadsheets, PowerPoints and Word processing are covered for ICT. Hardware and programming for Computer Science and Graphics for iMedia |
| **Ways to support your child’s learning** | Praise for effort rather than being ‘clever’ shows them that by working hard they can always improve |
| Visits and trips  Websites / books /papers / magazines  TV/Films  Blogs/ podcasts | * Encourage students to watch technology programs like the ‘Gadget show’ * Possible trips to historical sites like ‘Bletchley Park’ or Computer Fairs and Gaming Expos * Subscribe to technology blogs and podcasts. * Spend time identifying ‘hidden’ computers that are present in the real world. (e.g. Sky Box, Self-service tills etc.) |