Year 7 Computing curriculum summary

In computing we cover 4 main golden threads. All lessons fall into one of these themes, the first 3 of which are also offered as dedicated qualifications in key stage 4. (Computer science, Imedia and ICT)

Computer Science – Helps you learn how computers think and how to write your own code. You'll solve puzzles, create games, and understand how technology works behind the scenes.
Media – Lets you be creative by designing things like posters, animations, and videos. You'll learn how to plan your ideas and think about who will use or watch them.
ICT – Teaches you how to use computers to get work done. You'll learn how to make documents, presentations, and charts—skills that help in school and real life.
Online Safety –Shows you how to stay safe and kind when using the internet. You'll learn how to protect your information, what to do if something feels wrong, and how to be a good digital citizen.

Below are the topics that we cover in year 7. Please note as we interleave some aspects of our curriculum the Algorithms and online safety lessons are spread out throughout the year

Topic	**Overview**	**Number of lessons**
Introduction to computing	An introductory unit. In this unit students will look at the specific software and systems that we, as a school, use to support learning. Including how to access classwork, and homework. Students will receive their login details and have a guided walkthrough of all the apps we use.	5
What's IT all about	The second unit will help students to understand the whole school computer system and use of google classroom. This unit is also designed to build upon learners computing experience from key stage 2. Students will use a range of different skills across several pieces of software packages. They will be asked to collect, analyse, and manipulate data, before turning it into graphs and charts.	5

Comic books in comic life	This unit allows students to work more creatively with drawing tablets and design software. The features and conventions of classic comic books and characters will be studied, as well as the importance of pre-production documentation in the graphics industry. Students will initially sketch out an original comic book character and a multiple page comic. They will then take these sketches and use them as guides to develop their own digital comic book.	6
What's under the hood?	This unit looks at what makes computers work. Including a detailed look into the hardware and software that makes up a computer system. Students will take a computer apart, identifying its components and will have the opportunity to learn to convert binary numbers.	5
Programming in scratch	In our scratch unit we will use a programming language familiar to students to learn about computational thinking. They will learn to create programs using Scratch and will encounter a number of new terms along the way, such as sequence, selection and variable.	6
Online safety	We spread our online safety lessons throughout the year. In the lessons we cover the following core content ● Privacy and digital footprints ● Screen time and healthy habits ● Watch 'Cyberbully'	4
Algorithms	We spread our algorithms lessons throughout the year. In the lessons we cover the following core content ● What is an algorithm ● How do we write algorithms ● How do we use algorithms	3

Homework

In year 7 we use typing.com as our core homework platform. Developing students' typing skills and allowing them to become more confident computer users.

Assessment

In year 7 we complete 2 assessments. The first in January and the second towards the end of the year. Assessments in computing are cumulative. Meaning we will always assess all content that has previously been delivered.
Assessments include an online multiple choice quiz, and a short written paper to assess more in depth learning.