

Curriculum Overview – Year 7 Computing



Year	Term	Unit/s of Work	Assessment
7	1	E-safety Computer systems (Basic) Programming MSW LOGO	Parts of the computer; inputs/outputs. Table. Health and safety of using computers; wireless and wired networks. Multiple choice. History of coding, making a coding wheel/cipher disc. How to write a program in order to control an on screen turtle. TERMLY TEACHER ASSESSMENT Pupils will create algorithms to solve several problems which in turn they will program on screen.
	2	Data, Information and Knowledge Programming (Scratch- Basic) Internet (Bias/safer searching/ smarter searching)	Data representation in computer systems. Units of data measurement (Nibble, Bit, Byte, KB etc). Paragraphs on how data becomes information and then eventually knowledge. Create a game in scratch by learning the fundamental way blocks are used, drawing and sculpting a game background, adding characters and objects. The use of instructions to control characters and objects. TERMLY TEACHER ASSESSMENT Design, create, test and evaluate their own game. The key features of the World Wide Web and their relationships– e.g. browsers, URLs, navigation methods and how to use search engines to do a basic query.
	3	Summer Project – Theme Park Interactive media (Flash, Video, Sound, Graphics) Flowol, Publisher	A creative project, create/edit an animation, video, sound and graphic. Create interactive rich media for a virtual tour of a theme park. Create algorithms for operating a safety feature of the theme park. TERMLY TEACHER ASSESSMENT Design, create and evaluate promotional material for the theme park