

Year 7 COMPUTING

Overall Intent:

In Year 7, students begin with a basic introduction about how to use the computer and the suite of software that will be a staple tool throughout their school career. This includes email, Microsoft Teams, file storage as well as common office applications. In doing so they build an understanding and a range of skills that they can use throughout their education, into the workplace or further study. The remainder of the year focuses on learning and developing skills of programming and algorithm design. These are staples of computing and provide a sound foundation for knowledge development in Year 8. Students will develop their ability to analyse a problem, decompose the problem into small elements, plan a solution to the problem and finally, write a programme that solves the solution. They develop skills in thinking, perseverance and resilience, essential qualities that can be applied to other areas of their life.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic/Area of study	TOOLS AND SOFTWARE FOR LEARNING	MICRO: BIT PROGRAMMING SKILLS AND CODING	ADVANCED MICRO: BIT PROGRAMMING SKILLS AND CODING		PET PROJECT – STUDENTS PLAN AND CREATE A ‘DIGITAL PET’ DEMONSTRATION	
Key learning aims – knowledge and skills	<p>Key Knowledge: What makes a computer work</p> <p>Key Skills: How to use Microsoft Office applications including Teams and e-mail</p>	<p>Key Skills: Displaying text and numbers, programming inputs and outputs</p>	<p>Key Skills: Planning solutions to problems, programming and composing sound, wiring up an LED, controlling motors magnitude, accelerometer, building a digital compass</p>		<p>Key Skills: Project planning, working in a team, problem solving, programming skills, evolution</p>	
Assessment	Baseline Assessment		End of unit assessment			End of year assessment