Year 7 Computing						
Curriculum intent	We believe that students deserve a Computing and ICT curriculum which prepares them for the digital and fast paced world they live in. Covering the three strands of the computing national curriculum, Computer Science, ICT and Digital Literacy, our aim is to give our students the skills and abilities to engage positively with the digital world and take advantage of all the opportunities that come their way both in the UK and in the wider world. Our computing key stage 3 curriculum enables students to use computational thinking and creativity to solve real world problems by developing a wide range of skills in both programming and ICT, using multiple packages selected to spark and foster interest and creativity. Students will learn resilience and that making mistakes is part of learning, giving them the confidence to tackle a variety of independent learning activities. Students will be taught to navigate this new digital world safely and be aware of the dangers that they now face. Students will also begin studying for their IDEA Programme Bronze badge which will help develop their digital, employability and entrepreneurial skills.					
Term	**Autumn 1**	**Autumn 2**	**Spring 1**	**Spring 2**	**Summer 1**	**Summer 2**
Knowledge	**E-Safety** How to access the network in school and at home and send emails The impact of social media on society What is your digital footprint Importance of keeping your data safe Other threats to your computer	**E-Safety** What is fake news and the dangers of fake news Dangers of Cyber Bullying **The internet and the WWW** Introduce networks **Binary** Introduction to Binary Converting numbers to denary and vice versa	**Manipulation of digital artefacts** Create an e-safety logo – introduce the concept of bitmap and vector graphics - **Basic Spreadsheets** How to format, complete calculations and sort and filter data using a spreadsheet **Computation Thinking, Algorithms and Flowol** To establish the idea of computational thinking and to introduce the concept of algorithms.		**Introduction to Scratch** Students will begin using code to make their sprite move in various directions. They will learn what a variable is, what selection is and what integration is. **Digital Literacy** Digital Literacy Student Passport Project	
Skills	Log onto the network Sending and receiving emails Word PowerPoint	Recall and application of binary	Graphic Design skills Formatting cells Calculations Sorting Data Filtering Data	Formatting cells Calculations Sorting Data Filtering Data Logical reasoning and problem-solving talents to develop programming skills and explore the world of	Writing code to: Allow movement Create variables Allow selection Allow integration Using all the Microsoft office programmes effectively.	

				automatic control systems and robots.	
Assessments	MRT: x 1 MAT: Basic Skills and Netiquette Assessment	MRT: x 1 MAT: E-Safety Digital Literacy Assessment	MRT x 1 MAT: Creation of Digital Literact	MRT x 1 MAT: Spreadsheet Assessment	MAT: Scratch Assessment solving real world problems
Curiosity	https://www.youtube.com/watch?v=yrjT8m0hcKU – Impact of Cyber Bullying https://www.youtube.com/watch?v=PluTCxb61Jk – How easily your personal data can be taken https://www.youtube.com/watch?v=idyXOMAZOUg – Little Mix star Jessy Nelson talks about the impact of Cyberbullying on her	https://www.youtube.com/watch?v=YgVNJ2v9IPA – Binary use in real life	https://www.youtube.com/watch?v=f_NqkiNJPlU - the first ever spreadsheet inventors https://learntocodewith.me/posts/excel-skills/ - advanced skills on excel		https://www.youtube.com/watch?v=irhNLRWwhv0 - how to make a virtual pet in scratch https://www.youtube.com/watch?v=YpTPKiPN9G4 – how to create a story in scratch

Extra Curricular:

- Coding Club
- Internet Safety Day Logo Competition
- Bebras Challenge
- Completion of ideas programme bronze badge