

Computing

Year 7 Overview

By the end of Year 7 students should be computer literate with good knowledge of the Microsoft office suite. They will also have an understanding of binary numbers and how 1's and 0's are the language of a computer. Students will also have a basic knowledge of block based and text-based programming.

Half Term	Curriculum Plan
1	Foundations for digital success- This unit standardises key skills such as logging in, file management, safe internet use and proficiency in word, PowerPoint and email.
2	Block based programming- Foundational knowledge of programming logic and control structures preparing students for other programming languages further in.
3	Understanding computer systems- Identify key components of a computer and how they interact with each other.
4	Data representation- How computers use binary, binary addition, how text is stored using binary and that images are grids of pixels.
5	Text programming- Introducing students to text-based programming, they will also learn about data types and how to use selection and iteration within their codes.
6	Creative unit- Looking at repurposing digital artifacts, copyright and legislation. They will create an interactive story with a clear target audience using the repurposed assets.

Independent study:

In the lead up to assessment points students will be encouraged to focus on revision and retrieval practice to support assessment preparation.

Useful links:

[KS3 Computer Science - BBC Bitesize](#)
[OAKS National Academy](#)

Assessments:

There are two formal assessment points during the year:

January – Formal assessment covering the key knowledge and skills from the first two units.

June – Formal assessment covering the key knowledge and skills from all units studied throughout the year.