

Curriculum Overview: Year 7 Computing

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic Digital Literacy I	Topic System Architecture I	Topic Digital Graphics I	Topic Programming I	Topic Algorithms I	Topic Data Modelling I
Links to prior learning KS2 Safe use of technology, opportunities for communication	Links to prior learning KS2 Computer networks and different types of software	Links to prior learning KS2 Using a variety of different software to create different content	Links to prior learning KS2 Use sequence, selection and repetition in programs, designing, writing and debugging programs	Links to prior learning KS2 Using logical reasoning to explain how some simple algorithms work	Links to prior learning KS2 Collecting, analysing, evaluating and presenting data
Stretch and Challenge Enquiry What are the different features of emails?	Stretch and Challenge Enquiry How can you convert a denary number into a binary number?	Stretch and Challenge Enquiry How can images be manipulating using digital graphics software?	Stretch and Challenge Enquiry How can you use iteration to make programs more efficient?	Stretch and Challenge Enquiry How can you turn a problem into pseudocode?	Stretch and Challenge Enquiry How can you model data using spreadsheet software?
Equipment Needed		Wider Reading		Family activities	
Pencil, ruler, rubber, sharpener, Ball point pen. Having internet access as well as a mobile phone, laptop or computer at home is beneficial, although not essential.		CGP Key Stage Three Computing Complete Revision and Practice		Collect images and other assets which could be used within their work. Ask your child to discuss or show you some of the pieces of work they have created. Encourage your child to develop a growth mind-set and accept mistakes as part of the learning process. If you have a PC or laptop and can access the following website https://repl.it/@enaard/Python-3 Or download the free Python software; students can work on their programming skills.	