

## Year 7 Computing

In Year 7, the curriculum covers both IT/digital literacy and computing topics. The theory elements of the topic are taught and students demonstrate their knowledge through the production of an IT based product.

### Methods of deepening and securing knowledge:

<b>Interleaving</b>	Theory and practical skills are revisited throughout the year, the connection/link between topics is highlighted as appropriate.
<b>Real world examples</b>	Theory is linked to real world scenarios so that students can see their application in everyday life and the workplace.
<b>Knowledge organisers</b>	These are used in all units of work to support the understanding and application of key words and knowledge/concepts.

	Theme 1	Theme 2
<b>Topic(s)</b>	<b>Who Are We? (Information Technology)</b>  E-safety. Online identity. Organising files and folders. Computer security (passwords etc). Creating and editing video clips.	<b>Global Citizens (Information Technology)</b>  Types of animation. Creating keyframe and stop frame animation. Evaluating own work and identifying areas for improvement.
<b>Assessment</b>	Ongoing teacher assessment. End of unit test.	Assessment of final animated product and end of project evaluation.
<b>CEIAG</b> ( <i>Careers that are linked to that topic</i> )	Cyber security. Office administration.	Game developer. Animator.

	Theme 3	Theme 4
Topic(s)	<b>Who Has The Power? (Computer Science)</b>  Understanding computers. Input and output devices. Parts of a computer. Types of software. Operating systems.	<b>Festivals</b>  Designing algorithms. Representing algorithms (flowcharts and pseudocode). Block based programming using scratch and BBC Micro-bits.
Assessment	Ongoing teacher assessment. End of unit test.	End of unit practical test. Ongoing teacher assessment.
CEIAG <i>(Careers that are linked to that topic)</i>	Computer/IT technician. Computer building.	Computer programmer. Software designer.

### Independent Study

In Year 7 independent study is designed to extend the learning in the classroom and can include looking at key concepts and how to apply them in the home/everyday life. Research tasks are set to gather information to be used in further learning in the classroom.