

Year 7 Program of Study

	Year 7
Autumn 1	<p>Introduction to network Login and introduction to network Email Go4schools Acceptable Use Policy Online privacy, digital footprint, cyberbullying</p> <p>Access to cloud (Onedrive) and online school resources Catalogue, Teams, Onenote Baseline test (<i>Assessment 1</i>) E-safety – Create poster Research skills</p>
Autumn 2	<p>Bebras computational thinking challenge (<i>Assessment 2</i>)</p> <p>History of computing Research, create, plan and evaluate a presentation on the history of computing (<i>Assessment 3</i>) Encryption – Caesar</p>
Spring 1	<p>Hardware and Software Includes Inputs, processing and Outputs, Fetch execute cycle Create a brochure using desk top publishing (<i>Assessment 4</i>)</p>
Spring 2	<p>Data representation Binary-denary conversion Character coding Representing bitmap graphics</p>
Summer 1	<p>Logo Programming (<i>Assessment 5</i>) Draw shapes by programming a turtle to introduce some of the basic concepts of coding including sequencing and iteration. Vector Graphics</p>
Summer 2	<p>Block based coding in Scratch Continue to develop coding and introducing additional concepts like assignment, selection and concurrency. Bitmap graphics</p> <p>Microbits Introduction to Microbits, input and output, use electronics (2-3 lessons)</p>