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| **Year 7 – Computing 2024-25** | | | | |
| **Curriculum intent** | The aim of the curriculum, is that through the delivery of the schemes of work, students are guided to becoming digital citizens and able to develop understanding of the key Computing concepts. This acts as the foundational blocks necessary to build knowledge and foster a love of learning about computing.  Students receive a mixture of ICT, Digital Literacy and Computing content in order to bridge any gaps presented from the Primary curriculum received, address any misconceptions and further stretch student understanding of identified key concepts.  Students receive a mixture of practical and theory based lessons that include opportunities for students to develop their independent learning, collaboration and discussion skills. | | | |
| **Term** | **Topic 1&2 (Week 1-12)** | **Topic 2 (Week 13-23)** | **Topic 3(Week 23-35)** | **Topic 5 (Week 36-39)** |
| **Knowledge** | Intro to Network,  E-Mail and E-Safety  Students will explore the school network and how to use it safely. They will explore e-safety dangers and ways to stay e-safe. Students will aim to pass the Rayner Stephens Computer Driving License and Rayner Stephens Computer Passport.  END OF UNIT: IDEA AWARD | [Block](https://teachcomputing.org/curriculum/key-stage-3/networks-from-semaphores-to-the-internet) based programming  Students will explore the skills required to create a basic computer programme using Scratch programming language.  Introduction to the four cornerstones of computing decomposition, pattern recognition, abstraction and algorithm and an introduction to key programming terms sequence, selection and iteration.  END OF UNIT: IDEA AWARD  Key digital literacy skills in Microsoft Word | CyberExplorers – Cyber Security  Introduction for students to cyber security. They will complete challenges to learn vital E-Safety skills.  Key skills include setting secure passwords and keeping private data secure.  END OF UNIT: IDEA AWARD | IDEA Award  The Inspiring Digital Enterprise Award (IDEA) to develop digital, enterprise and employability skills for free.  Online challenges, to achieve career-enhancing badges and consolidate learning across the topics and build on work place skills to create digital citizens |
| **Skills:**  **Computing/ Digital Literacy/ ICT** | Key Software Skills: E-Mail, Search Engines , Presentation | Key Skills: Programming | Key Software Skills: Excel, Numeracy | Key Software Skills: Word Processing, Creativity, Coding |
| **Assessments** | Teacher Q&A and formative assessment to check for student understanding throughout.  Self Assessment.  End of unit Teacher assessment to provide feedback and RAMP. | Teacher Q&A and formative assessment to check for student understanding throughout.  Self Assessment.  Project to assess key skills and I CAN statements. Teacher to provide feedback and RAMP. | Teacher Q&A and formative assessment to check for student understanding throughout.  Self Assessment.  End of unit Teacher assessment to provide feedback and RAMP. | Teacher Q&A, Student oracy and MWB opportunities.  IDEA badges |
| **Enrichment** | Coding & Minecraft club  IDEA Award | Coding & Minecraft club  IDEA Award | Coding & Minecraft club  IDEA Award | Coding & Minecraft club  IDEA Award |