

What your child will learn each half term

This overview shows the key topics, skills, and knowledge your child will be learning in **Computing** in **Year 7**. It helps families understand what's being taught, how it builds on previous learning, and how you can support your child at home.

- **What we are learning:** The topic or focus for the half term.
- **Key knowledge & skills:** What students should understand and be able to do.
- **How we assess learning:** knowledge checks, practical tasks, written responses and formal assessments.
- **Key words to know:** Vocabulary students will learn and use.

Half term	What we are learning	Key knowledge/skills	How we will assess learning in this unit	Homework
HT 1	Y7 – Digital Literacy Designed to give learners a basic introduction to key Digital Literacy skills through using MS Office apps, to allow them to use computers and the Internet, safely and responsibly. Learners will also learn useful skills such as keyboard commands and the snip tool, as well as using key school software.	Logging onto the network, Synergy and MS 365 Teams' skills – to access lesson resources during lessons and from home if needed. Word processing Emails Keyboard skills and commands Spreadsheets PowerPoint	Knowledge check - Retrieval activities in class and Teams Quizzes Short written tasks - Formatting and updating a Word document to fit purpose and target audience Longer written task – Creating a presentation for Y6 pupils who are starting at LSA EOU assessment – Consolidate skills in PPoint, Word, Excel and Outlook then complete a self-assessment on Teams	L1 – Download Synergy app and practise M365 skills L2 – Practise M365 skills and open Outlook to send an email L6 – Teams quiz – key terms L7 – Touch typing L8 – Teams quiz – keyboard commands L9/10 – Teams quiz – spreadsheet terms Due to the nature of the subject, we don't formally set homework. In this unit we set some voluntary homework to help develop skills. Additionally, many pupils enjoy these tasks.
Key vocab	Folder, Audience, Purpose, Font, Print Preview, Alignment, Email, CC Carbon Copy, BCC Blind Carbon Copy, Attachment, Row, Column, Cell, Formula, Graph, Template, Transition, Copy and Paste. Keyboard Commands – Ctrl+X, Ctrl+C, Ctrl+V, Ctrl+B, Ctrl+I, Ctrl+U, Ctrl+Z, Ctrl+A, Windows key+Left/Right Arrow, Windows key + Lock.			
HT2	Y7 – Digital Literacy cont ...	<i>See HT 1 for details as this unit runs from Sept-Dec</i>		

HT3	Y7 – Online Safety/Paint 3D Online Safety To remind learners of the skills they should be using when they select online friends. The lessons will develop into Digital Footprints, Online Bullying and Trolling. The outcome will develop creative media skills.	Online Safety How to choose online friends safely. Understanding digital tattoos/ footprints and the implications of posting information online. Trolls – what are they and what do they do. • Selecting online friends • Managing digital Footprints • Dealing with online Bullying	Knowledge check - Retrieval activities in class and Teams Quizzes Short written tasks – Completing short written tasks in L1/L2 to aid class discussion about online friends and digital tattoos. Longer written task – Creating an online safety leaflet for Y6	L1 – Teams quiz – Online Safety L2 – Teams quiz – Digital Tattoos Due to the nature of the subject, we don't formally set homework. In this unit we set some voluntary homework to help develop skills. Additionally, many pupils enjoy these tasks.
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	Paint 3d Short creative unit to develop editing and creating media assets/skills	- Editing images - MS Publisher skills Paint 3d Creating digital graphics using simple tools and features in Paint 3d. - Brushes, 2D/3D shapes, and Text	pupils/parents/carers who are starting at LSA EOU assessment – Consolidate skills in Publisher when creating the online safety leaflet and complete a peer/self-assessment on Teams	
Key vocab	Online Safety - Sexting, Grooming, Bystander, Upstander, Digital Tattoos (Footprints), Online Trolls Paint 3d – Brushes, 2D/3D shapes, Text, Stickers, Undo, Curve, 3D models, Texture, Colours, Magic select			
HT4	Y7 – Binary This unit is designed to develop pupils as computer scientists using computational thinking to solve problems. An introduction to computer science to start to embed terms which we will build throughout KS3	Binary/Denary conversions Binary Addition Binary images Steganography Data Storage Boolean searching Revision skills for EOU assessment - Quizlet - Blooket - Knowledge Organiser Stand-alone lesson to help students develop revision skills,	Knowledge check - Retrieval activities in class and Teams Quizzes Short written tasks – Completing short written tasks in lessons to aid class discussion Longer written task – Longer answer questions in EOU assessment. EOU assessment – Teams Quiz to assess binary topics. Variety of questions to assess all MA classes.	L1 – Learn the binary sequence L2 – Binary game (voluntary) L3 – Pixel art – create a game character L4/5 – Flip anim – create a flip book L6/7 – Revision for EOU assessment Due to the nature of the subject, we don't formally set homework. In this unit we set some voluntary homework to help develop skills. Additionally, many pupils enjoy these tasks.
Key vocab	Binary, Denary, Conversion, Data Storage, Bit, Byte, Kilobyte, Megabyte, Gigabyte, Terrabyte, Petabyte, Bit maps, Pixels, High resolution, Colour Depth, Steganography, Boolean Searches			
HT5	Y7 – Visual Programming This unit is another computer science unit that is designed to develop computational thinking and block coding skills. Students have a good sense of how to use the computers at this point in the curriculum and are able to work with independence once they have learnt the basics of block based coding in Scratch.	Controlling Sprites Sprite Co-ordinates Customising Sprites Variables/Loops Controlling backdrops Issues of 2 sprites Broadcasts IF statements Numeracy – angles, timings Computational Thinking – Decomposition, Abstraction and Algorithms	Knowledge check - Retrieval activities in class and Teams Quizzes Short written tasks – Completing short written tasks in lessons to aid class discussion – computational thinking Longer written task – Evaluate quiz and make suggestions on how to improve code. EOU assessment – Consolidate skills in Scratch when creating the quiz. Complete a self-assessment/evaluation on Teams.	L1 – Keyboard commands quiz L3 – Retrieval 1 quiz L4 – Quiz questions L6 – Retrieval 2 quiz Due to the nature of the subject, we don't formally set homework. In this unit we set some voluntary homework to help develop skills. Additionally, many pupils enjoy these tasks.

Key vocab	Audience, Purpose, Costume, Broadcast, Sequence, Sprite, Backdrop, Decomposition, Pattern Recognition, Abstraction, Algorithm, Variable, Loop, Co-ordinates, Computational thinking, IF statements			
HT6	Y7 – Microbits/Adobe Illustrator and Animate Micro:bits Building on the block code from Scratch to program Micro:bits and further develop computational thinking skills. Students will learn how to program the BBC micro:bit using block-based coding (MakeCode) and explore basic inputs, outputs, and sensors. Students will develop logical thinking and understand how software interacts with hardware. Adobe Illustrator and Animate Short creative units to develop editing and creating media skills. Students will create vector graphics using Adobe Illustrator. Students will explore tools and techniques to create and manipulate digital artwork and create a piece of clipart demonstrating understanding of key design principles.	Micro:bits Introduction to Micro:bit - Understand what a micro:bit is and how it works - Explore the features of a micro:bit Using Inputs – Buttons - Understand how to use input buttons to control output. - Write basic conditionals using button A/B. Loops and Animation - Understand the concept of loops. - Create simple animations using the LED grid. Adobe Illustrator and Animate Introduction to Vector graphics & Illustrator - Understand vector graphics - Navigate the Illustrator interface and set up an artboard Colour, Fill and Stroke - Create shapes and use fill and stroke to style objects. Working with text and typography - Add and edit text in Illustrator - Shape text around an image - Experiment with combining shapes/text and colour	Knowledge check - Retrieval activities in class and Teams Quizzes Short written tasks – Completing short written tasks in lessons to aid class discussion – computational thinking Longer written task – not used in these units of work as there aren't any opportunities for this type of task with the programming or creative unit. EOU assessment – Submit completed evidence for assessment.	Due to the nature of the subject, we don't formally set homework. In this unit we set some voluntary homework to help develop skills. Additionally, many pupils enjoy these tasks.
Key vocab	Microbits – Micro:bit, Microcontroller, IDE (Integrated Development Environment), Flash, Script, LEDs, Burtons, Pins, Accelerometer, Bluetooth, Text-base coding, Event, Input, Output, Variable, Loop, IF statement, Function, Debugging. Adobe Illustrator - Vector Graphics, Resolution, Typography, Composition, Colour palette, Contrast, Alignment, Selection tool, Direct selection tool, Pen tool, Shape tools, Type tools, Eyedropper tool, Paintbrush tool, Gradient tool, Fill, Stroke, Artboard, Anchor Point, Path, Layers, Group, Swatches, Clipping mask, Opacity, Zoom tool			