

Year 7 Computing

	Knowledge & Understanding			Subject Specific Literacy Development	Cultural Capital / Enrichment Opportunities
	Composites (Bigger Picture)	Components (Key Concepts)	Recall & Retrieval Practice Focus	Key Vocabulary	
Unit 1 September to October	Using Computers The School Network & Social Networks	<ul style="list-style-type: none"> o Login details & network security o Office 365 (Outlook, Teams & PowerPoint) <u>Social Networks</u> <ul style="list-style-type: none"> o What are the benefits and drawbacks? o How can I keep my data safe? <u>PowerPoint</u> <ul style="list-style-type: none"> o Effective design and common themes 	What makes a strong password?	Network, Password, Username, Social Networks, Theme	
Unit 2 October to December	Scratch Programming Game Design	<ul style="list-style-type: none"> o What makes a good game? o Stages of game design o Creating backgrounds in Scratch o Use of If, then, else statements o Coding movement and reactions in Scratch o Introduction to variables 	Ongoing evaluation of If, then, else statements to understand small programmes	Scratch, Variable, Code, Programme, Logic, Sequence, Selection, Iteration	
Unit 3 January to March	Staying Safe Online (eSafety)	<ul style="list-style-type: none"> • What is cyberbullying and how does it impact others? • What is phishing and how does it work? • What is sexting and how can I protect myself? • What is grooming and how can it impact me? 	Writing If, then, else statements	Phishing, Sexting, Grooming, Safety,	

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Unit 4 April to July	Computer Hardware	<ul style="list-style-type: none"> • Types of Devices (Input, Process, Output) • Internal Components of a computer • Impact of wearable technologies 		Input, Device, Process, Output, Hardware, Software, RAM, CPU, Motherboard	