

Your Learning Journey at Key Stage 3 in Year 7 Computer Science

YEAR
8

TESTING & EVALUATION GAME DEVELOPMENT CREATING GAME IDEAS PROGRAMMING IN KODU GAMES CONSOLES & RESEARCH

The **Introduction to Programming** will introduce you to programming through a creative and accessible visual environment, Kodu Game Lab. You will develop and apply programming logic, design environments, and create interactive games that meet specific requirements through planning, development, testing, and evaluation.

END POINTS:

- Design and build interactive game worlds using Kodu.
- Use sequencing, conditionals, and simple loops in object behaviours.
- Plan, test, and evaluate a game based on custom success criteria.

Logic & Thinking will develop your understanding of computational thinking and logical reasoning, focusing on problem-solving strategies (decomposition, pattern recognition, abstraction) and applying these to binary decoding and logic circuits using AND, OR, and NOT gates.

END POINTS:

- Use decomposition, abstraction, and pattern recognition to solve problems.
- Decode binary sequences.
- Design and analyse logic gate circuits using AND/OR/NOT.

DRAWING DETAILED CIRCUITS

DRAWING LOGIC CIRCUITS

DECOMPOSITION PATTERN RECOGNITION ABSTRACTION APPLYING COMPUTATIONAL THINKING BASIC LOGIC GATES & CIRCUITS

LOGIC & THINKING

SORTING ALGORITHMS

SEARCHING ALGORITHMS

In **Introduction to Algorithms**, you will discover algorithms through the use of flowcharts, pseudocode, and Flowgorithm, helping you to develop logical thinking, sequencing skills, and confidence in solving problems using abstraction and decomposition.

END POINTS:

- Design flowcharts and write pseudocode to solve problems.
- Use selection, iteration, and variables in algorithm design.
- Test, debug, and improve algorithm solutions using Flowgorithm.

VARIABLES & DATA TYPES

USING ITERATION

INPUTS & OUTPUTS

MAKING DECISIONS

WHAT IS AN ALGORITHM?

INTRODUCTION TO ALGORITHMS

In **Digital Literacy**, you will be introduced to core digital literacy skills essential for accessing and navigating the school's digital environment. Through a blend of communication, creativity, and organisation tasks, you will build foundational confidence in using technology independently and responsibly.

END POINTS:

- Log in, access school platforms, and use digital tools independently.
- Communicate appropriately via Teams and email.
- Create digital posters and branded presentations using Canva.

PLANNING & PRESENTING

CREATING WITH CANVA

LOGGING IN SECURELY

ACCESSING TEAMS

USING YOUR EMAIL

TRACKING HOMEWORK

SEARCHING THE WEB

YEAR
7

DIGITAL LITERACY



ASSESSMENT POINT



HOMEWORK