

Year 7 Computing (2023/24)

Link to NC	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Content	Using computers safely	Data representation	Graphics	Sound manipulation	Video editing	Computational thinking with block coding
Knowledge & Skills	Develop an understanding of the nature of online threats and an ability to recognise and implement preventative measures.	Understand how numbers can be represented in binary. Understand simple Boolean logic.	Develop an understanding of the processes utilised in the creation of digital graphics.	Record, edit, and combine sounds. Create and edit existing audio as a response to a specific brief.	Record, edit, and combine video and text. Create digital products to meet the needs of a specific brief	Understand the concepts of computational thinking. Use of a block based programming language, to solve a variety of computational problems
Key Questions	What are the elements of responsible digital citizenship?	How do computers store and manipulate data?	What is pre-production and why is it used?	How are analogue sound waves converted into digital sounds?	What is the target audience and how can we cater to their needs.	How can we use decomposition to solve large problems? What are the constructs that underpin all programming code?
Assessment	Low stakes testing, both written and online and end-of-unit assessment.					
Literacy/numeracy/S MSC/Character	Literacy is incorporated into the schemes of work specifically where students are required to analyse, plan and review their digital creations. Students will engage with and question their own work and that of their peers, they will identify how beliefs and values can influence the design of digital products.					
Enrichment	Code club which runs once per week. Students participate in the iDEA program of skills and badges.					

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