

# Year 7 Computing Curriculum

In year 7 Computing you will learn the basics of computers from how to use them to how they are put together.

We will start to learn how to use programming with the block-based language SCRATCH, which will be the building blocks for our computing programming journey.

Lots of the skills you learn in Computing will be used in your other subjects and in the future when you go onto work.

Each half term you will be given a keyword and activity sheet for your books which will show you how to secure and master your knowledge of that topic.

There will be a test each half term, some are written and some are multiple choice on the computer. All the work you do will be extended on each year.



## Topic breakdown of the year

<b>Term</b>	<b>Topic Title</b>	<b>Description</b>
Autumn Term 1	Computer Basics	How to use the Presdales computer system safely and general online safety.
Autumn Term 2	Collecting and presenting Data	How to create work using Microsoft basic office systems, including documents on Word, spreadsheets on Excel, presentations on PowerPoint, and posters on Publisher.
Spring Term 1	Computer Systems	The main physical parts of computers, how computer memory works, and different types of software including the operating system.
Spring Term 2	SCRATCH Programming	How to use SCRATCH block-based programming, designing sprites and animating them. How to create games using this programming language.
Summer Term 1	Networks and the Internet	How different networks are used and how they are physically put together. The different possible network security threats and the measures we can use to protect ourselves and our data.
Sumer Term 2	End of year test and SCRATCH	Revision followed by the end of year test. Creating games using the SCRATCH programming language.