Year 7-2 / 7-3

Autumn Term

1. Introduction to school computer system.

Students learn how to log on, use email and FROG

2. E-safety

Students learn to identify acceptable and unacceptable online behaviours, and how to report concerns.

2. Computer Systems- Sharing Information.

Students will develop their understanding of computer systems and how information is transferred between systems and devices.

Assessment Point 1

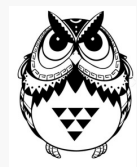Assessment to cover features of a system, sensors and data packets.

Spring Term

Assessment Point 2

Modelling Assessment to cover formulae, functions, formatting and presenting data

4. Spreadsheet Modelling

Students will learn how to perform a range of calculation using spreadsheet formulae.

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3. Vector Graphics

Students will learn how to use basic editing skills in vector graphic software to create a range of graphics

Summer Term

5 Creating Magazines

Students will learn the codes and convention of magazine overs and single page articles

6 Programming Constructs

Students explore the programming constructs of sequencing, variable, selection and count iteration. They will become familiar with the block editor Scratch

Assessment Point 3

Assessment to cover the programming constructs of sequencing, variable, selection and count iteration.

CAREERS: At every available opportunity, teachers will introduce and promote careers links to the topics being studied (See Careers booklets).