

Year 7B4

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.



3. Introduction to computer systems.
Students learn about inputs, outputs and processes.



Assessment Point 1
Assessment to cover computer systems including inputs, outputs, processes, data packets and networks



Spring Term



Assessment Point 2
Assessment to cover organizing, editing, interrogating and retrieving data.



5. Databases
Students will show understanding of database attributes and begin to construct and interrogate branching databases as a means of displaying and retrieving information.



4. Animation
Students will plan and design a stopframe animation.



Summer Term



6. Desktop Publishing
Students will become familiar with the terms 'text' and 'images' and understand that they can be used to communicate messages.



7. Programming Music
Students explore the concept of sequencing in programming through Scratch. They will be introduced to a selection of motion, sound, and event blocks which they will use to create their own programs, featuring sequences.



Assessment Point 3
Assessment to cover algorithms and programming constructs to create a playable musical instrument.



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