

Holy Family Catholic School Curriculum Overview Year 7 – Computing



	Curriculum Content	Suggested Reading or Extension Activities
Half Term 1 (Sept-Oct)	Digital Literacy To learn about the basic ICT skills using Google suite of applications. Also an opportunity to plug any gaps from the transition from Y6-Y7.	Use Google Applied Digital Skills Suite of application(https://applieddigitalskills.withgoogle.com/c/en-uk/curriculum.html) to browse all digital lessons as this can be used cross curricular for other subjects.
Half Term 2 (Nov-Dec)	E-Safety To be aware of the potential risks to safety and well being from texting, social networking and using the Internet and how to reduce these risks.	Create a podcast informing Primary School children about cybersafety using Audacity (freely available on the Internet - http://audacity.sourceforge.net/)
Half Term 3 (Jan-Feb)	Computer Systems To learn about the physical parts of what makes up a computer system including input, output and storage devices. To learn what software is, the difference between application software and system software and being able to give examples of each.	Create a website about yourself using wix.com (freely available on the Internet - http://www.wix.com)
Half Term 4 (Feb-Mar)	Data Representation To learn that all computer data is represented using binary, a number system that uses 0s and 1s. Binary digits can be grouped together into bytes. Students create a binary converter in Scratch.	Binary game to enable learning to have a gamification element https://learningcontent.cisco.com/games/binary/index.html
Half Term 5 (Apr-May)	Scratch A complete Scratch unit where pupils learn the advanced features of block programming. Pupils independently make their own scratch storyboard.	Create an animated story using Scratch (freely available on the Internet - http://scratch.mit.edu/)
Half Term 6 (Jun-Jul)	Kodu A complete Kodu unit where pupils learn the basic features of block programming. Pupils independently make their game.	Kodu challenges and tutorials: http://www.rrojas.com/challenge/kodu

Examples of Home Learning Tasks	The following programs are available for free to download at home to help your child build their confidence, knowledge and skills in Computer Science and IT: Adventure Game Studio Alice Enchanting FreeBASIC GameMaker Lite Kodu Lazarus Touch Typing Scratch
Assessment Tasks, Methods & Frequency	Assessment tasks/activities are carried out throughout each lesson to consolidate learning outcomes
Equipment that Students Need	None needed. All provided within the department.

Parent / Carers can help their child by:	Signing up to Google Guardian and checking their Google Guardian account and reminding their child with any upcoming homework deadlines.
Useful Websites	https://applieddigitalskills.withgoogle.com/c/en/curriculum.html
Extra-Curricular Activities & Career Opportunities	Coding club offered to the year group and STEM club opportunity.

Who Can I Contact?	Head of Computing & IT	Mrs Belgrave
	Teachers of Year 7 Computing	Mr Wynter & Mr Heskey