

	Year 7 Computing					
	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
BIG Q Content <i>(max 5)</i>	How can we use digital tools safely and effectively to communicate, create, and share information? 1. Create professional documents using Microsoft Word – formatting text, inserting images & tables 2. Present ideas clearly using Microsoft PowerPoint – designing clear slides, using images, transitions and animations appropriately 3. Analyse and organise data using Excel – entering and organising data, using basic formulas and creating simple charts and graphs		How do we stay safe and make smart choices in our digital world? 1. Understanding appropriate online behaviour 2. Protecting personal information – creating strong passwords & recognising online risks 3. Evaluating online sources - spotting bias, misinformation and unreliable sources	What's inside a computer and how does it all work together? 1. Identifying the components of a computer 2. Understanding the different types of software that can be used 3. Knowledge of how a computer works – Input > Process > Output 4. Understanding of e-waste and the impact this has on the environment	How can we solve problems effectively using computational thinking? 1. Algorithms – creating step-by-step solution 2. Decomposition – breaking problems into smaller parts 3. Abstraction – focusing on important details 4. Pattern recognition – spotting similarities	How do we use sequences, selection, and repetition to build programs in Scratch? 1. Create sequences to control sprites within Scratch 2. Include loops and conditions to repeat actions and make decisions 3. Use inputs, variables and events to create an interactive project.
Vocabulary <i>(max 10)</i> Please log into MAPPER to support your child to learn these words	1. Password 2. Folder 3. File 4. Document 5. Microsoft Word 6. Microsoft PowerPoint 7. Present 8. Transition 9. Animation	1. Microsoft Excel 2. Spreadsheet 3. Formula 4. Format 5. Insert 6. Design 7. Chart 8. Analyse 9. Software	1. Digital 2. Protection 3. Appropriate 4. Unreliable 5. Misinformation 6. Bias 7. Evaluate 8. Misinformation 9. Disinformation	1. Hardware 2. Monitor 3. Keyboard 4. Mouse 5. CPU 6. Hard Drive 7. RAM 8. Input 9. Process 10. Output	1. Computational Thinking 2. Algorithm 3. Abstraction 4. Decomposition 5. Pattern recognition 6. Instructions	1. Scratch 2. Sprite 3. Stage 4. Blocks 5. Sequence 6. Selection 7. Iteration 8. Input 9. Variable 10. Event
Catholic Link	Common good – presenting ideas, solving problems		Rights & responsibilities – digital citizenship Human dignity	Stewardship – using technology sustainably	Human Dignity & Participation – problem solving	Stewardship – use resources wisely and strive for excellence
Careers Link	Teacher, Admin assistant		Police, Cyber security analyst	IT technician, Systems analyst	Project manager, Software developer	Games programmer, App developer
Ways to enrich the year 7 curriculum at home... - Analyse real websites to identify bias & misinformation. - Storyboard a game – plan the characters, levels and a scoring system - Over 4 weeks, complete a typing test to see if you can beat your score week by week.						

