



Academic Learning Plan 2022-2023

Computing – Year 7

Intent : The Computing Department aims to establish, in all students, an enquiring mind and a positive can do approach. Computing is a practical subject that at times requires students to active learns sometimes learning through trial and error, helping to build resilience. Students will leave Wadham School with essential Computing skills for everyday life and an understanding of how to develop those skills further in our ever-changing technological landscape.



	Term 1		Term 2
Year 7 Units	7:1 Understanding technology and staying safe and an introduction to basic programming	7:2 Essentials programming skills in Scratch	7:3 Using Computers and networks
Content (National curriculum)	<p>Understand a range of ways to use technology safely, respectfully, responsibly, and securely, including protecting their online identity and privacy; recognise inappropriate content, contact and conduct and know how to report concerns</p> <p>Understand several key algorithms that reflect computational thinking; use logical reasoning to compare the utility of alternative algorithms for the same problem</p> <p>Understand simple Boolean logic (e.g. and, or, and not)</p> <p>Create, reuse, revise, and repurpose digital artefacts for a given audience, with attention to trustworthiness, design, and usability</p>	<p>To a programming language to solve a variety of computational problems; to make appropriate use of data structures (for example, lists, tables, or arrays); to design and develop modular programs that use procedures or functions</p> <p>To understand several key algorithms that reflect computational thinking; use logical reasoning to compare the utility of alternative algorithms for the same problem</p> <p>To understand simple Boolean logic (for example, AND, OR, and NOT)</p> <p>To create, reuse, revise, and repurpose digital artefacts for a given audience, with attention to trustworthiness, design, and usability</p>	<p>Understand the hardware and software components that make up computer systems, and how they communicate with one another and with other systems</p> <p>Understand the different ways we store and access data.</p> <p>Understand different methods of keeping data safe, both technological and human.</p>
Literacy	Within Pupils PowerPoint work book	Within Pupils PowerPoint work book	Within Pupils PowerPoint work book
Knowledge organiser			
Assessment	On line test	Independent program	Online test
GCSE Link	Computing- programming Digital Media- Reusing digital artefacts	Computing- programming Digital Media- Reusing digital artefacts	Computing- networks and systems
Homework	NA	NA	NA
CEIAG			
Enrichment			



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	Term 3
Year 7 Units	7:4 Integrating systems and using spreadsheets
Content	<p>Undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users</p> <p>Create, reuse, revise, and repurpose digital artefacts for a given audience, with attention to trustworthiness, design, and usability</p> <p>Design, use, and evaluate computational abstractions that model the state and behaviour of real-world problems and physical system</p>
Literacy	Within Pupils PowerPoint work book
Knowledge organiser	
Assessment	Advertising materials
GCSE Link	Digital Media- Creating a product
Homework	NA
CEIAG	
Enrichment	



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