

## Year 7 ICT/Computing Program of Study

The year 7 ICT/Computing Curriculum builds upon prior learning from Primary school. We aim to get students in to good habits and teach students how to use computers effectively. The curriculum is a mix of ICT and Computing topics. Summative Assessment is carried out at the end of each topic.

<u>Term</u>	<u>Topic</u>	<u>What is Covered?</u>
Autumn 1	Using Computers Safely, Effectively and Responsibly	<ul style="list-style-type: none"> <li>• File Management</li> <li>• Social Networking</li> <li>• Keeping your Data Safe</li> <li>• Using Email</li> <li>• Searching the Web</li> </ul>
Autumn 2	Using and Creating Spreadsheets	<ul style="list-style-type: none"> <li>• Basic Formula and Functions</li> <li>• Data collection Forms</li> <li>• Average, Max and Min and other Functions</li> <li>• Creating Charts and Graphs</li> <li>• Using Spreadsheets to make predictions</li> </ul>
Spring 1	Database Development	<ul style="list-style-type: none"> <li>• What is a Database?</li> <li>• Creating a database Table</li> <li>• Queries</li> <li>• Input Forms</li> <li>• Creating a Report</li> <li>• Testing</li> </ul>
Spring 2	HTML and Website Development	<ul style="list-style-type: none"> <li>• HTML</li> <li>• CSS</li> <li>• Design</li> <li>• Development</li> <li>• Creating a Web form</li> </ul>
Summer 1	Control Systems with Flowol	<ul style="list-style-type: none"> <li>• Flowcharts</li> <li>• Sequencing</li> <li>• Sensors</li> <li>• Subroutines</li> <li>• Actuators</li> <li>• Variables</li> </ul>
Summer 2	Games Programming in Scratch	<ul style="list-style-type: none"> <li>• Movement</li> <li>• Lives and Scoring</li> <li>• Adding a new level</li> <li>• Randomising the behaviour of Sprites</li> <li>• Shooting and jumping</li> <li>• Adding Sounds</li> <li>• Using Lists</li> <li>• Testing</li> </ul>