**YEAR 7 CURRICULUM MAP - September 2023-24**

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| **AUTUMN TERM** | | **SPRING TERM** | | **SUMMER TERM** | |
| **HALF TERM 1** | **HALF TERM 2** | **HALF TERM 1** | **HALF TERM 2** | **HALF TERM 1** | **HALF TERM 2** |
| **Introduction to King’s**  Students will start the year understanding our Acceptable Use Policy (AUP), the school network and how to create folders  We will look at the Email system and how to use the OneDrive to support Homework. We will also look at Edulink and how this works when teachers set homework.  Computing Baseline Assessment -Diagnostic evaluation of ICT skills test.  **Scratch programming skills** including costume changes, controlling sprite movement, use of variables to track score and timings, and making objects disappear. Students will be taught the principles of sequence, selection and iteration. This will prepare students for their use of Python in Year 8 and 9. | **Small Basic Programming Language** This unit introduces another coding language to students. Students will be taught the principles of sequence, selection and iteration in a text-based language. We use turtle graphics to create spirographs.  **Touch typing skills.**  We will introduce students to touch typing software that can help them with their typing skills.  Christmas activities - Festive emails and Hour of code challenges. | **Internet Safety**  In this unit we look at Safety when using computers particularly when on line; not giving out personal information, need for respect towards personal images and respect for copyright and developing awareness of online dangers such as phishing, grooming, and fraud. This unit links to Internet Safety Day in February.  **Presentations** - working with sound & music, transition effects, appropriate font size and use of bullet points and action buttons/master slides etc. We build students skills in presentation software through the use of MS PowerPoint. | **Computing Hardware**  This unit looks at the definition of a computer and embedded system versus general purpose in a real-world context. Students will look inside the computer and study the purpose of key components. They will then study the key components of the CPU architecture. The unit concludes with a study of the roles of the operating system.  **Easter tasks** includes retrieval activities using Scratch. | **Spreadsheet skills** This unit is an introduction to spreadsheets using simple functions including Autosum, replication of cells, formatting spreadsheets with colour and borders and the production of graphs. This unit will build on knowledge gained in the Autumn term. | **Microbits and BitBots**  We finish the year with an introduction to the BBC Microbit. Making simple loops for sounds and controlling sounds in terms of note, duration, and amplitude. Students will complete Microbit challenges based on the principles of sequence, selection and iteration. They also will be introduced to variables. |
| **COMPUTING BASELINE ASSESSMENT** | **SCRATCH PROGRAMMING ASSESSMENT** | **PRESENTATION SKILLS ASSESSMENT** | **HARDWARE PEER ASSESSMENT** | **SPREADSHEET SKILLS ASSESSMENT** | **MICROBITS CODING PEER ASSESSMENT.** |