Subject: Comput	ing	Year Group: 7	SPRING TERM
Topic	Key Learning Points	Key Vocabulary	Assessments
Using media gaining support for a cause	 End Point: To develop a sound understanding of how information technology and digital literacy can be used to influence people. Able to choose appropriate software for a given task Apply the key features of a word processor to format a document Evaluate formatting techniques to understand why we format documents Demonstrate an understanding of licensing issues involving online content by applying appropriate Creative Commons licences Demonstrate the ability to credit the original source of an image Critique digital content for credibility Apply referencing techniques and understand the concept of plagiarism Evaluate online sources for use in own work Construct a blog using appropriate software Create content for a blog based on credible sources 	Application software Word processor Formatting Fonts Copyright licensing Creative Commons Text wrapping Cropping Credibility Source Plagiarism Referencing Citation	Students will be assessed formatively through the completion of recall homework tasks along with a formal end of term assessment completed under exam conditions. The assessment will largely be multiple choice and short answer questions. The assessment will
Programming essentials in Scratch part I	 End Point: To build confidence and knowledge of key programming constructs, such as variables, selection and iteration. Compare how humans and computers understand instructions Define a variable as a name that refers to data being stored by the computer Predict the outcome of a simple sequence that includes variables Trace the values of variables within a sequence Make a sequence that includes a variable Define a condition as an expression that will be evaluated as either true or false Identify that selection uses conditions to control the flow of a sequence Create conditions that use comparison operators (>,<,=) Create conditions that use logic operators (and/or/not) Define iteration as a group of instructions that are repeatedly executed Identify where count-controlled iteration can be used in a program Implement count-controlled iteration in a program Detect and correct errors in a program (debugging) 	Sequencing Subroutines Execute Variables Commands Input Process Output Expressions Conditions Selection If statements Operators Logic Iteration Debugging	monitor understanding of essential knowledge from modules learnt so far this year.

How parents can support learning in the subject this academic year

Encourage students to use computers at home in creative ways, from: attempting to create digital art, research interests and hobbies online, learn how to make mods for the games they like to play.

Promote the use of online revision tools such as BBC Bitesize, Seneca and GCSEPod.

Recommended Reading

- For further reading around topics covered in lessons https://www.bbc.co.uk/bitesize/subjects/zvc9q6f
- To further Programming skills https://scratch.mit.edu/
- To build digital art skills https://www.photopea.com/
- To learn more about computers in general https://www.youtube.com/c/Techquickie/videos?view=0&sort=p&shelf_id=0

Points to note

Year 7 is the start of the students journey into learning computer science. It is assumed that students have no prior knowledge and therefore this year is used to provide all students with secure key skills and knowledge in order to succeed further.

There is no textbook or revision guide used this year.