Year 7 Curriculum
Computer Science

	Term 1 (Autumn)		Term 2 (Spring)		Term 3 (Summer)	
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	**Number bases** **Using Computers Safely, Effectively and Responsibly**	**Animation** **Excel**	**Programming Scratch game**	**Surviving Kennet**	**Programming Python**	**Programming "Micro:bit"**
Key Concepts	• Binary • File Management • Social networking • Keeping data safe • Using email and searching the web • Design and evaluation	• Basic concepts of frames, frame rate and key frames • Spreadsheet software • Entering data into cells • Performing basic maths • Model data • Data types	• Visual programming • Sequence, selection, and iteration • Analysis, design, implementation, testing • Evaluation	• Action buttons and hyper links • Digital media • Purpose and target audience • Creation of an interactive information point	• Text based programming language • Data types and assignment • Input and output and interaction with a user. • Using turtle to draw • Iteration and selection	• Integration of text based and visual based programming languages. • Programming tasks

Year 7 Assessment
Computer Science

All pupils will sit several knowledge tests and an assessment in Year 7.

	Knowledge Test	Assessment	Revision Resources
	Autumn/Spring Terms	**Summer Term**	*Kennet Resources*
Style of Assessment	Each knowledge test consists of 10 multiple-choice questions	A mix of computer based and short answer questions	• Year 7 Knowledge Organisers • Learning Habits *External Resources*
Topics Assessed	• Core knowledge taught until that point in the academic year	• Binary, algorithms and problem-solving • Using computers safely, effectively, and responsibly • Animation • Excel • Scratch	• http://teach-ict.com • www.bbc.com/bitesize • Pupil Shared area/Subjects/Computer Science/ Key Stage 3/ Year 7/Lesson Resources You can also find revision material on Frog