

Year 7 Curriculum Map
Computing

	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
Unit of Learning	Clear messaging in digital media	Networks from semaphores to the Internet	Programming essentials in Scratch – part I	Modelling data using spreadsheets	Programming essentials in Scratch – part II	Using media – Gaining support for a cause
Unit Focus	Builds on previous learning across a range of software to create a poster and set of slides on a given theme.	The unit begins by defining a network and addressing the benefits of networking, before covering how data is transmitted across networks using protocols.	The unit builds learners' confidence and knowledge of the key programming constructs.	Developing understanding of spreadsheets and the concept of cell referencing.	The unit builds on their understanding of the control structures' sequence, selection, and iteration, and develop their problem-solving skills.	Develops a deeper understanding of information technology and digital literacy by using skills across the unit to create a blog post about a real-world cause.
Key Knowledge	<p>Choose suitable search terms to find relevant content on the web</p> <p>Plan a digital artefact to include features identified as good</p> <p>Explain the need for the consistent styling within a multi-page digital artefact</p>	<p>Define what a computer network is</p> <p>Explain how data travels between computers across the internet</p> <p>Describe how internet-connected devices can affect me</p>	<p>Define a sequence as instructions performed in order, with each executed in turn</p> <p>Define a variable as a name that refers to data being held by the computer</p> <p>Define a condition as an expression that will be evaluated as either true or false</p>	<p>Recognise that cells are referenced using coordinates</p> <p>Use a range of formatting techniques</p> <p>Combine a range of tools to answer given questions</p>	<p>Define a sequence as instructions performed in order, with each executed in turn</p> <p>Define a variable as a name that refers to data being held by the computer</p> <p>Define a condition as an expression that will be evaluated as either true or false</p>	<p>Select the most appropriate software to use to complete a task</p> <p>Demonstrate an understanding of licensing issues involving online content by applying appropriate Creative Commons licences</p>

