

Y7 COMPUTING



COMPUTING AT YARDLEYS

INTENT: Through our ambitious computing curriculum our learners will have access to a broad and balanced range of topics including: digital literacy, computational thinking and modern technology. Yardley’s computing curriculum will provide students with an understanding of how computing underpins today’s modern lifestyle and has made the world better, faster and more connected. We ensure that the students at Yardleys can develop to become masters and creators in this field, to aid them in their development of our rapidly changing technological world.

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Students begin their learning journey in Year 7 through ...

Year 7			
	Software skills Impact of technology	Networks Scratch part 1	Programming essentials in Scratch – part II Modelling data
SUBSTANTIVE KNOWLEDGE	Secure passwords File management Hardware/ Software Software Emails CPU	Programming within Scratch Predict, run, investigate and modify a scratch program Selection statements Introduction to iteration Networks/connectivity Internet Protocols	Programming within Scratch Sequencing · Variables · Selection · Operators Count-controlled iteration Modify a sequence Define variables Cell references, Formatting and Functions Sorting and filtering Charts
DISCIPLINARY KNOWLEDGE (primary focus in capitals)	Setting up a password Understanding the importance of file management Identify appropriate software for a given purpose/communicate	Use of Programming language Understanding of sequencing Using variables Prediction of outcomes Application of comparison operators Debugging Compare networks	Use of Programming language Rearranging code Understanding of algorithms Design and apply programming constructs Application of comparison operators Role of Iteration Understand why spreadsheets are useful Navigate spreadsheets Performing calculations Analyse data