

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 developing an understanding of computers and how to use them safely. They will then be introduced to some basic block programming.

Year 7

	Understanding computers and using them safely Data Modelling	Programming essentials in Scratch – part I	Programming essentials in Scratch – part II Data Representation
SUBSTANTIVE KNOWLEDGE	Secure passwords File management Hardware/ Software CPU Cell references Formatting and Functions Sorting and filtering Charts	Programming within Scratch Predict, run, investigate and modify a scratch program Selection statements Introduction to iteration	Programming within Scratch Sequencing · Variables · Selection · Operators Count-controlled iteration Modify a sequence Define variables The importance of Iteration Binary/Denary Images ASCII
DISCIPLINARY KNOWLEDGE (primary focus in capitals)	Setting up a password Understanding the importance of file management Understand why spreadsheets are useful Navigate spreadsheets Performing calculations Analyse data	Use of Programming language Understanding of sequencing Using variables Prediction of outcomes Application of comparison operators Debugging Design and apply principles of programming	Use of Programming language Rearranging code Understanding of algorithms Design and apply programming constructs Block based programming language Application of comparison operators Role of Iteration