Year 7 Computer Science Curriculum Plan							
Component 1	Core		Hinterland		NC Coverage	Assessment	Whole Education Opportunities
	Knowledge	Skills	Knowledge	Skills			
(Autumn Term 1 & 2) Use of application software and E-Safety - IT	• Teams / OneDrive • Arbour • PowerPoint • Cyberbullying • E-mail	• Log into school system using username and password. • Develop how to use Arbour • Develop understanding of how to collaborate effectively online • Create E-safety poster using PowerPoint. • Develop knowledge about sending information electronically. Signed unto outlook and email teacher	• How ChildNet, an online safety website promotes E – Safety and online etiquette. • How to use Office 365 outside school	• Change passwords on Arbour and Teams • Create Revision resources using PowerPoint • Sending emails appropriately.	• 4CC2 • 4CC3 •	• End of topic assessment • PR point assessments •	• SMSC- Avoid bullying people online. • Students considering the environmental issues of misuse and access rights to personal data
Computer Basics- CS/IT	• Types of computers • Be able to recognise the key components that make up a computer and identify their functionality. • Understand the differences between input and output devices and recognise where sensors are used in everyday objects. • Memory and secondary storage	• Develop understanding of different components of the computer systems • Accurately describe the functionality of each device. • Identify and explain how input and output devices are used in everyday life.	• Upgrading of RAM on computer systems to increase performance and efficiency. • Digital competence	• Setting up complete computer system (system unit, monitor, mouse, keyboard, and printer). • Connecting phones and computers to the internet and using the World Wide Web.			

(Spring & Summer Term) Computational Thinking	• Computational thinking techniques • Decomposition • Pattern Recognition • Abstraction • Algorithm	• Decomposing large problems to make it easily solvable • Developing set of instructions in solving problems	• Digital competence Algorithmic knowledge	• Using flow charts in sequencing way to solve problem • Develop, test, and evaluate programs. • Coding using object-oriented programming (OOP)	• 4CC1 • 4CC2 • 4CC3	• PLC • End of topic assessment • PR point assessments	• SMSC- providing opportunity for students to reflection on their achievements. • Computational thinking is applicable to all subjects
Introduction to Scratch - CS	• Develop some basic code and sequencing • Develop the use of operators. • Develop understanding of variables, selection, and iteration	• Use sprite and objects blocks to solve problem • Design programs using the basic concepts of object-oriented programming (OOP) • Use variables and IF statements to solve problem.	Competence in programming.	Coding to solve problem			
Computer Crime & Cyber security - IT	• Identify common types of computer crime • Develop knowledge about some of the common health and safety problems associated with computer use • Develop knowledge about Copyright law,	• Students can recognise examples of computer crime on the Internet • Recognise the signs of fraudulent emails • Be aware of the possibility of identity theft Know how to	• Online safety. • Data Protection	Securing your data with appropriate usernames and passwords.			

Small Basics - CS	what it says and what it means • Develop fundamental knowledge in programming syntax. • Develop knowledge on the use of turtle commands. •	minimize the chance of identity theft • Creating shapes using turtle commands with the text-based commands • Solving problems using sequencing, selection and iteration statements.	Competence in programming.	Coding to solve problem			