PLUME ACADEMY - LEARNING OVERVIEW

Year	7
Subject	Computing

Prior Learning

The Year 7 programme of study in computing builds on students' key stage two experience through the evaluation of students' prior knowledge and enabling the progression of their skills and knowledge throughout Year 7. Students will continue to improve their use of Microsoft Office applications within the various topics in Year 7. Students will refine their digital literacy while learning the precautions they can take to stay safe online.

Curriculum Intent – What are the curriculum aims?

The curriculum aims for students in Year 7 ensure that pupils:

- understand and apply the fundamental principles and concepts of computer science, including abstraction, logic and algorithms
- analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems. In year 7, this is facilitated using a block based programming style
- evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems
- are responsible, competent, confident and creative users of information and communication technology

Curriculum Implementation – What my child will be learning?

Term 1	Half Term 1	Digital Literacy
	Half Term 2	E-Safety
Term 2	Half Term 3	Thinking Like a Computer (problem solving and algorithms)
	Half Term 4	Spreadsheets
Term 3	Half Term 5	Micro:Bit – Block based programming
	Half Term 6	Faking it! – Photo editing and manipulation

Curriculum Impact – How will progress be assessed?

Students will be informally assessed each lesson, this will be conducted using questioning, quiz results and classroom discussions.
Formal assessments will be conducted at the end of each topic, allowing students to take part in an assessment to assess their learning and provide feedback and feedforward comments.

Super-Curricular Opportunities – Extending Learning

Useful supporting resources:	If a student is really passionate about this subject, they could:	As a parent/carer, I can assist my child in this subject by:
https://microbit.org/ https://www.bbc.co.uk/bitesize/subjects/zvc9q6f https://hourofcode.com/uk	Go online and practice their skills using sites such as MicroBit, Bitesize and Hour of code. Students can attend lunchtime programming clubs to enrich their cultural capital.	Checking that your child is confident and knows how to appropriately use technology. Supporting your child with any problems they have with their technology at home. Supporting your child with any homework/revision/extra-curricular opportunities.