



PLUME ACADEMY - LEARNING OVERVIEW

Year	7
Subject	Computing

Prior Learning

The Year 7 programme of study in Computing, builds on a child's key stage two experience through the evaluation of student's 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 & Micro:Bit – Block based programming
Term 3	Half Term 5	Algorithms
	Half Term 6	Cyber Security

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.
Recall		
Students could recall previous lessons in learning through starter tasks in lessons, end-of-lesson Kahoot's which usually include questions from previous parts of the curriculum, and 'no hands-up' questions by the Teacher. Additionally, students can engage in various other recall activities such as: • Low-stakes quizzes: Short, frequent quizzes (paper-based or digital) that focus on recently covered material, designed more for checking understanding than for grading. • Think-Pair-Share: Students first think individually about a question, then discuss their thoughts with a partner, and finally share with the class. This encourages individual recall and peer discussion. • Peer teaching/explaining: Students explain a concept to a classmate, which forces them to retrieve and articulate their understanding.		
Subject-specific terminology		
1. Hardware: The physical parts of a computer you can touch (e.g., keyboard, screen). 2. Software: The programs and apps that run on a computer (e.g., games, word processors). 3. Password: A secret word or code used to prove who you are and access accounts. 4. Phishing: Tricking someone online into giving away personal info, like passwords. 5. Sequence: The order in which instructions are followed, step by step. 6. Loop: Repeating a set of instructions many times in a program. 7. Variable: A placeholder for information that can change in a program. 8. Debugging: Finding and fixing mistakes (bugs) in computer code. 9. Cell: A single box in a spreadsheet where you put data. 10. Internet: A huge global network connecting computers all over the world.		