



Scheme of Learning: Computing Year: 7

Sequence 1: <i>How do we use the school network and e-mail system</i>	Sequence 2: <i>Understanding computers and computer language</i>	Sequence 3: <i>Using application software to produce spreadsheets and presentations</i>	Sequence 4: <i>Understand how to produce an animation using computer code</i>
<p>To know how to log in to the school network and use the e-mail system responsibly</p> <ul style="list-style-type: none"> Understand the basics of using the school network. Using the school system to send and receive e-mails including attachments. Reply and forward e-mails using the school email system. Learn what a 'Digital footprint' is and <i>what impact it could have on a person's life.</i> <i>Understand how to build an effective digital footprint</i> Internet Safety factors 	<p>To know the different components of a computer system and understand the language they use</p> <ul style="list-style-type: none"> Introduction to computers in everyday devices Understand how computers are embedded and the tasks they perform. Introduction to data representation Learn about binary code and the ASCCI table Using the ASCCI table to write words and sentences 	<p>To know how to use Microsoft applications to produce working models (spreadsheet and presentation)</p> <ul style="list-style-type: none"> Introduction to spreadsheets including basic formula, the Sum, Average, Min and Max functions, replicating formulae with AutoFill Understand how spreadsheets can be used to create graphs and absolute and relative cell references. Learn how to create an interactive presentation Learn how to use advance features with the emphasis being on how presentations will be used in various formats: school, university and the wider context of business. 	<p>To know how to produce and animation and understand what a computer program is</p> <ul style="list-style-type: none"> Understand what a computer program is and how can we create a simple computer program Understand the sequencing and building blocks of a computer program. Construct the building blocks of a script to make a small computer program. Plan, create and evaluate animations using Pivot Stick Animator including making a figure interact with a background image and trying to make the figure move in a natural manner.
Interleaving:	Deeper Learning:		Formative Assessment:
<ul style="list-style-type: none"> What programming language is Knowledge of spreadsheet formulas Examples of where computers are used in society giving a wider context Revision of computing terms 	<ul style="list-style-type: none"> Understanding how to use complex functions such as IF statements and conditional formatting Understanding of the complex elements of a presentation, imbedding videos and hyperlinks in to the design 		<ul style="list-style-type: none"> Whiteboards to check misconceptions Cold call questioning Extended writing in books Weekly Google Form homework quiz 6-week cumulative test



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<ul style="list-style-type: none">• Opinions about the effects of a digital footprint	<ul style="list-style-type: none">• Being able to articulate how to create a digital footprint that will be beneficial in the future.• Understand the complexities of the ASCII table and its relevance to computer programming language	
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