

Curriculum Intention - Computing sits at the cornerstone of the modern world, affecting the way we communicate and work as it encompasses Digital Literacy, IT and Computer Science. With this in mind our curriculum offers a pathway for our students to explore the use of applications and the creation of software to solve complex real-world problems through the use of algorithmic thinking, which consists of abstraction, decomposition and pattern recognition.

Year 7 – Curriculum Map					
Intention: 1. Computational thinking and problem solving skills 2. Digital literacy 3. Foundation for year 8					
Autumn Term		Spring Term		Summer Term	
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Key Themes	Key Themes	Key Themes	Key Themes	Key Themes	Key Themes
<p>Introduction to Computer Science at Park:</p> <ul style="list-style-type: none"> - School Rules / AUP - Logins/Passwords - Resources - MS Teams - Files and Folders <p>Introduction to Programming and the language constructs using 'Scratch Blocks':</p> <ul style="list-style-type: none"> □ Inputs & Outputs □ Variables □ Selection (IF-ELSE statements) □ Conditionals 	<p>Computer Hardware:</p> <ul style="list-style-type: none"> - Defining a computer system - Identifying the various components and understanding their function - Understanding of how the devices work together (the CPU, RAM, Hard Drive, IO Devices) - Introduction to the Von-Neumann Architecture. 	<p>Introduction to HTML: Basic Tags used for layout and formatting</p> <ul style="list-style-type: none"> - Heading - Horizontal Rule - Paragraphs - Fonts - Body (and it's properties) - Images - Hyperlinks 	<p>Scratch Arcade Game Maker:</p> <ul style="list-style-type: none"> - Designing Interfaces, Gameplay (and progression) and Algorithms - Code Development, Alpha Testing and Debugging - End-User Testing and Evaluations 	<p>Advanced Scratch: Event Driven Programming</p> <ul style="list-style-type: none"> - Outputs - Inputs and Variable Storage - IF Statements - FOR and FOREVER Loops 	<p>Micro: Bit Madness:</p> <ul style="list-style-type: none"> - Understanding the various components of the embedded device - Remembering the basics of programming: - Outputs - Variables - Inputs - Selection (IF-ELSE statements) - Conditionals - Understanding the concept of compiling and flashing.
Assessment					
Baseline assessment carried out in the first two weeks assessing: Computational thinking, Problem solving and Abstraction					
Formative: written assessments made up of exam style questions covering all aspects of the unit. This will be carried out at the end of the unit (approx. at the end of the half-term). [MCQ's and written tests]					
Summative: Extended projects which assess the full development process of designing and programming a unique, end-user focused solution, making use of the various components of the computer: Design, Development, Testing and Evaluation.					