

# Curriculum Overview

Subject: Computing

Year Group: 7



Students are introduced to 3 key areas of Computer Science, Information Technology and Games Development. They are introduced to more complex block based computer programming, investigate the use of productivity software to complete a project and explore the 3D games development process. Computational thinking underpins all lessons in Computing with digital literacy being a key aim. Students are encouraged to articulate and record specialist terms to develop their understanding of the subject.

<b>TERM 1</b>	<b>TERM 2</b>	<b>TERM 3</b>
<b>KNOWLEDGE/SKILLS</b> <ul style="list-style-type: none"> <li>• Key programming constructs</li> <li>• Computational thinking skills</li> <li>• Solve a problem by programming a solution</li> </ul>	<b>KNOWLEDGE/SKILLS</b> <ul style="list-style-type: none"> <li>• Select appropriate software for a given task</li> <li>• Critique digital content for credibility</li> <li>• Collect and analyse data using spreadsheet software</li> </ul>	<b>KNOWLEDGE/SKILLS</b> <ul style="list-style-type: none"> <li>• Understanding of digital game genres</li> <li>• Exploring digital game platforms</li> <li>• Digital 3D game creation</li> </ul>
<b>KEY ASSESSMENTS</b>  Half term 1: BEBRAS Challenge  Half term 2: Scratch programming summative assessment	<b>KEY ASSESSMENTS</b>  Half term 1: Using media summative assessment  Half term 2: Spreadsheets summative assessment	<b>KEY ASSESSMENTS</b>  Half term 1: Game genres and platforms summative assessment  Half term 2: Kodu Summative assessment

Extended reading suggestions and external resources:

BBC Bitesize Key Stage 3 Computer Science <https://www.bbc.co.uk/bitesize/subjects/zvc9q6f>

Join the weekly code-along using open projects based on a weekly theme, with different levels available for all abilities  
<https://www.raspberrypi.org/at-home/>