

## Long-term planning

### Computing - Year 7

| Year 7 Themes   | Autumn term 1  | Autumn term 2   | Spring term 1  | Spring term 2   | Summer term 1  | Summer term 2   |
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| <ul style="list-style-type: none"> <li>• School ICT network basics</li> <li>• e-Safety Issues with gaming</li> <li>• Word processing skills</li> <li>• Understanding algorithms</li> <li>• Understanding flowcharts and sequencing</li> <li>• Introduction to block-based coding</li> <li>• Introduction to text-based coding</li> </ul> <p>Working towards completing the iDEA bronze award.</p> | <p><b>Students will know that</b></p> <p>Security issues surrounding passwords not meeting set requirements</p>  | <p><b>Students will know that</b></p> <p>Microsoft Word has a variety of tools that can assist users in making documents for a range of purposes.</p>   | <p><b>Students will know that</b></p> <p>The symbols that are needed to create a flowchart (start/stop, input/output, process, decision)</p>   | <p><b>Students will know that</b></p> <p>Block-based programming is another way of representing an algorithm.</p>   | <p><b>Students will know that</b></p> <p>In Small Basic you can code both the Graphics Window and Text Window.</p>   | <p><b>Students will know that</b></p> <p>Python syntax is case sensitive, and spelling of this syntax must match.</p>   |
|   | <p>School expectations surrounding the ICT Code of Conduct and how they should follow and respect this document.</p> <p>Not everyone is who they say they are online, and that people can hide behind fake profiles for various reasons.</p> <p>Gaming addiction is a negative of technology</p> | <p>The 5 principles of effective logo design are: simple, memorable, timeless, appropriate and versatile</p> <p>In Microsoft Word you can adapt the page layout to enhance the presentation skills of a document by changing things such as: margins, page borders, line spacing.</p> | <p>Sub-routines can be created and called upon throughout flowcharts. This is a way of decomposing a bigger problem and will make the flowchart more efficient if the same sub-routine needs to be called upon throughout.</p> | <p>How to make efficient code, reducing the number of blocks used as this is one way of using “good programming practice”.</p> <p>What features within a game make the game engaging.</p> | <p>When using the Turtle in the Graphics window the coordinates are important to understand to control how the Turtle moves around the screen.</p> <p>String concatenation is where you can combine strings with variables to create a complete string output line.</p> <p>When completing selection and iteration in Small Basic, you must declare the end of the statement. E.g. “EndFor” / “End/If”</p> | <p>Data types are important to declare as this allows for validation within programs. Strings are characters/numbers/symbols, integers are whole numbers, floats are decimal numbers.</p> <p>To display a message on the screen the command word needed is print.</p> <p>Arithmetic operators are used to construct mathematical calculations and for longer, more complex calculations the use of brackets in the correct place needs to be considered.</p> <p>For loops are used when you want to repeat a sequence of instructions for a specific number of times. E.g. For i in</p> |

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|  | <p>advances and the impact that in can have on individuals.</p> <p>Reasonings behind PEGI game ratings.</p> <p>To develop an awareness of their own internet usage, including hours spent online to encourage a healthy balance with using digital technology.</p> | <p>Algorithms are step by step instructions to solve a problem.</p> <p>Sorting algorithms are a set of instructions that take an array or list as an input and arrange the items into a particular order. E.g.) Data can be sorted into ascending (A-Z, 0-9) or descending (Z-A, 9-0) order if it is done numerically or alphabetically.</p> <p>The bubble and merge sort are two different methods of sorting algorithms.</p> <p>The bubble sort algorithm looks at data in pairs whereas the merge sort algorithm looks at the data in groups.</p> |  |  | <p>Relational/conditional operators are used to establish relationships between expressions.</p> <p>Complex Boolean statements are when you combine more than one condition together e.g. AND/OR</p> | <p>range (1,20): will run the sequences 1-20 times. This is also known as iteration.</p> <p>Constants use capital letters.</p> <p>When creating programs with user input the data type should be specified for validation purposes. E.g. age = int(input()) to ensure only a whole number can be entered in.</p> <p>While loops are used when you want to repeat a sequence of instructions whilst a condition is met. When the condition is broken the loop will end. This is also known as repetition. E.g. while true:</p> <p>Booleans represent one of two values: True or False.</p> <p>Logic errors happen when there is an error in the code that is causing the program to produce incorrect outputs.</p> |
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|  |  | <p>Searching algorithms are used to find target data.</p> <p>The linear and binary search are two different methods of searching algorithms.</p> <p>The linear search algorithm is sequential and will start with the first data item and will continue to check each data in order, whereas the binary search will take the data and keep dividing it in half until it finds the target data.</p> |  |  |  |  |
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|  | Students will know how  | Students will know how  | Students will know how   | Students will know how  | Students will know how   | Students will know how  |
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|  | Confidence in using the Microsoft email system, including attaching documents to staff. | Use a range of tools to create a unique logo design that can be used for a business that follows the 5 principles of effective logo design. | To create working solutions to problems.   | Plan out an idea before creating it, thinking about things such as: game objective, sprites needed, how a score/life/timer system fits in   | Plan out a creative project before creating it, thinking about things such as: graphics window coordinates, angles, when to lift the pen up/down and the sequence the program will follow. | Use the python syntax to create, develop and debug programs.  |
|  | Confidence in using other school systems such as VLE/remote access                      | Use a keyboard and mouse with both hands.   | To decompose problems into smaller, more manageable chunks using subs that can then be called upon throughout the flowchart.   | Use variables to hold a "counter" for a score/live/timer system and correct placement for code to add/decrease from the "counter".  | Use string concatenation for combining strings with variables.   | Create text output combining strings with other data types (e.g. int/float).                        |
|  | Folder management   | Use computer shortcuts to complete work such as CTRL +C/+V and using spelling and grammar check.  | To evaluate the effectiveness of a flowchart solution by linking it to a real-life scenario – e.g.) would the bridge lights solution work without causing any crashes or danger to life? | Independence when coding. (As much as we usually encourage students to seek help when hit with errors, during "their own game" we expect students to be independent in idea generation, coding, debugging and evaluating) | Use selection statements to create dynamic and interactive programs.   | Complete mathematical calculations using arithmetic operators such as * / + -                       |
|  | Keyboard shortcuts CTRL+c/v   |   |  |   | Use the correct syntax for iteration by using for loops to create efficient code.  | Use iteration in python programs using for i in range (#):  |
|  | Use search engines to research information  | To create algorithmic solutions to problems and be aware that more than one solution can solve the problem                                  |  | Evaluate the effectiveness of their own game.   |  | Use repetition in python programs using while true or statements such as while age != 0:            |
|  |   | To understand that algorithms should  |  |   |  | Explain the difference between using "=" and "==" in python and when it is appropriate to use each. |
|  |   |   |  |   |  | Identify the difference between a syntax error and logic error and attempt to debug these.          |

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|  | <p>be completed in the most simple, efficient way</p> <p>To understand how to decompose a problem into smaller, more manageable chunks</p>   |   |   |   |  |
| <b>Vocabulary and the concepts they link to</b>  | <b>Vocabulary and the concepts they link to</b>  | <b>Vocabulary and the concepts they link to</b>   | <b>Vocabulary and the concepts they link to</b>   | <b>Vocabulary and the concepts they link to</b>   | <b>Vocabulary and the concepts they link to</b>  |
| Email, Virtual Learning Environment, Cyber-Security, Network, Software, Workstation, Grooming, social media, Mobile applications, Gaming addition, PEGI rating | Word processing, formatting, template, touch-typing, folder management, Algorithm, Decomposition, Unambiguous, sorting algorithms, Bubble sort, Merge sort, Searching algorithms, Linear search, Binary search, Computational thinking | Algorithms, Decomposition, Modular programming, Flowchart, Input, Process, Output, Decision, Selection, Sub-program / sub-routine, Sequence | Block-based programming, Selection, Repetition, User experience, Variable, Graphic design, Relational operators | Text-based programming, IntelliSense, conditional/relational operators, Boolean statements, selection, iteration, variables, input, coordinates, syntax | Debug, Text-based programming, syntax, sequence, variables, repetition, iteration, selection, operators, integer division, modulo operator, indexing, python libraries, camel case, constants, Boolean statements, logic error |
| <b>Assessment</b>  | <b>Assessment</b>  | <b>Assessment</b>   | <b>Assessment</b>   | <b>Assessment</b>   | <b>Assessment</b>  |
| End of unit VLE quiz   | Assessment week 1  | Student assessment screenshot PPT<br><br>End of unit VLE quiz   | Student assessment screenshot PPT (Their own game, including evaluation)  | Assessment week 2   | Low stake quizzes  |

|  | <b>Diversity &amp; development of cultural capital</b>   | <b>Diversity &amp; development of cultural capital</b> | <b>Diversity &amp; development of cultural capital</b>  | <b>Diversity &amp; development of cultural capital</b>  | <b>Diversity &amp; development of cultural capital</b>  | <b>Diversity &amp; development of cultural capital</b> |
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|  | Spiritual – what family values do households have in terms of technology usage?<br>Moral – Computer Misuse Act, PEGI ratings<br>Social – class/group discussions | Social – class/group discussions, class demonstrations | Spiritual – use of imagination and creativity and reflective of their experiences<br>Moral – consequences of inaccurate solutions in Flowol<br>Social – class/group discussions | Spiritual – use of imagination and creativity and reflective of their experiences<br>Moral – age-appropriate game creations<br>Social – class/group discussions | Spiritual – use of imagination and creativity and reflective of their experiences<br>Social – class/group discussions |  |
|  | <b>Cross-curricular opportunities and enrichment</b>   | <b>Cross-curricular opportunities and enrichment</b>   | <b>Cross-curricular opportunities and enrichment</b>  | <b>Cross-curricular opportunities and enrichment</b>  | <b>Cross-curricular opportunities and enrichment</b>  | <b>Cross-curricular opportunities and enrichment</b>   |
|  | iDEA - SLA 1   |  | Safer Internet Day<br>iDEA - SLA 1  | National Careers Week – “Why is developing problem solving skills important for you?”   | Maths – plotting coordinates  | Alan Turing Day<br>iDEA - SLA 1                        |