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| **Subject: Computing** | | | | | | |
| **Year 7** | | | | | | |
| Half -Term | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
| Themes/  Content/  A can of a product  Description automatically generated with medium confidenceUnits covered | Understand secure password theory and the importance of keeping personal information safe online  Learn how to log on to school systems and understand basic network concepts    Identify inappropriate content online and know how to report concerns  Explore presentation design principles, including slide layout, colour scheme and accessibility  Use advanced presentation tools to create interactive presentations for an audience | Learning how to follow sequences of instruction to develop working algorithms    Developing skills to be able to debug programs  Creating variables to store data in programs  Exploring count controlled and condition-controlled iteration    Identifying and using selection in programs | Understanding how images can be represented digitally in the form of binary digits  Developing skills in using Adobe Illustrator to create vector images  Applying tools and techniques for drawing and manipulating shapes | Gaining proficiency in using layers to organise and manage elements within illustrations  Develop creativity and problem-solving skills through designing and refining vector images    Create vector graphics with a clear purpose and intended audience in mind  Export and share vector graphics appropriately | Understand how data can be organised and manipulated using spreadsheet software  Learn how to use basic formulas and functions (e.g., SUM, AVERAGE)    Create graphs and charts to visualise data  Use spreadsheets to model real-world scenarios (e.g., budgeting, planning events)  Develop an understanding of cell referencing, formatting, and data validation | Learn how to use Scratch to create animations and interactive stories  Design and follow a storyboard to plan an online safety-themed animation  Use sequences, loops, and events to bring characters to life    Develop debugging skills by identifying and fixing issues in animations  Apply presentation and communication skills when sharing completed projects |