BRANNEL SCHOOL
EXCELLENCE | CREATIVITY | COMMUNITY

Curriculum Summary Document
Year 7 – Computing

Module/Unit of Learning	Taught During	What will students learn?	How does this help to build a broad and strong foundation?	Links to other Subjects
Using Technology	Sept – Dec	Students develop core digital literacy skills by learning secure logins, file organisation, and responsible use of online platforms. They produce well-formatted documents, professional emails, collaborative presentations, and basic spreadsheets. They also gain early understanding of AI and e-safety.	This unit provides a strong foundation in Digital Literacy and Information Technology by ensuring students can organise files, communicate safely, and create clear digital work. These skills underpin later programming and theory units.	
Programming	Jan – Mar	Students are introduced to programming using Scratch and Python. They learn sequencing, iteration, and selection; design animations and games; create interactive Python programs; and develop Turtle Graphics designs.	This unit builds key Computer Science foundations, developing logical reasoning and structured thinking and preparing students for more advanced algorithms and GCSE programming.	Maths Science Art & Design PSHE
Computer Science Theory	Apr – July	Students explore how computers work, including hardware components, binary, networks, encryption, and cybersecurity. They learn key terminology, practise binary conversion, and study how data travels across networks.	This unit secures essential Computer Science knowledge such as hardware, networks, binary and security, forming the conceptual basis needed for GCSE-level study.	