Curriculum Summary Documents
Year 7 Computing

Module/Unit of Learning	Taught During	What will students learn?	How does this build on the foundations of learning?	Links to other Subjects
Using Technology	**Half term 1**	This unit initially introduces learners to the systems that are used at Brannel including OneDrive, Email(Outlook), Teams, Printers, Classcharts, the Internet and office applications such as Word and PowerPoint. The unit also covers online safety and using the internet in a responsible manner.	This is the foundations of how to use the technology in school. It will build on knowledge of technology and e-safety acquired in Primary School	PSHE – e-safety
Scratch Programming	**Half term 2**	The aim of this unit and the following unit is to build learners' confidence and knowledge of the key programming constructs. Importantly, this unit does not assume any previous programming experience, but it does offer learners the opportunity to expand on their knowledge throughout the unit.	This is the foundations of programming. The aim of this unit is to build learners' confidence and knowledge of key programming constructs as well as developing leaners problem solving skills.	Maths – x,y co-ordinates, Algebra (variables) and boolean logic
Python Programming	**Half term 3**	This unit introduces learners to text based programming with Python. The lessons form a journey that starts with simple programs involving input and output, and gradually moves on through sequencing, selection and iteration. Python turtle is used to create graphics from code with the final lessons being a competition based on coding a graphic.	This is the foundations of programming. This aim of this unit is to equip students with a fundamental understanding of text-based programming from the IDE to iteration. The unit builds upon students learning from the Scratch programming unit.	Maths – x,y co-ordinates, Algebra (variables) and boolean logic
Image editing	**Half term 4**	This unit starts by looking at the dangers of photo editing and how the media changes images for their own agenda. How to learn unfamiliar software is also covered before learning various techniques to	This is the foundations of image editing. The aim is that the will understand the key information about the properties of	e-safety (body image)

		edit images in Photoshop. The properties of digital images and skills and editing techniques are then built on over several weeks. The knowledge pupils have gained is then used in a spot-the-difference project in the final lesson of this unit.	digital images and how to use a complex piece of image editing software (Photoshop) to combine and adjust images in a variety of ways.	
Computer Science Theory	**Half term 5**	This unit covers the key information about how computer systems work, with the idea that many of these topics are revisited in greater detail in subsequent years. The unit of work starts by looking at what the main hardware and software components of a computer are and what they do. It then moves on to how computers use binary and how the internet works and ends with lessons on algorithms and encryption.	This is the foundations of how computer systems work. The aim is that pupils have a good overview of how computer systems work and understand key Computing terminology.	
IMedia Film project	**Half term 6**	This unit focuses on creating pre-production media documents such as Mindmaps, moodboards, Scripts and Storyboards, Visualisation diagrams to plan for a new film. Then in the final lessons pupils will use these pre-production documents and the skills they acquired in the image editing unit to create a well-designed film poster	The pre-production documents build on knowledge they may have covered in other subjects but with a media focus and the film poster creation builds on the image editing topic in Half term 4	Mindmaps and storyboards link to work they may have covered in English